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Subject: C&C\_HON\_CTF Revision Edition: Work In Progress, See Insi  
Posted by [Anonymous](#) on Sun, 12 Jan 2003 05:11:00 GMT

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ACK, no one really "hated it", its just its not good to play on a 40 person server... I was playing it all day on a 10 person server and it was GREAT!

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Subject: C&C\_HON\_CTF Revision Edition: Work In Progress, See Insi  
Posted by [Anonymous](#) on Sun, 12 Jan 2003 06:23:00 GMT

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quote:Originally posted by vloktboky03:3.) Remove all Proxy C4 spawners from the map. Hotwire/Tech can still place them, however. (If a majority want me to disable them all together, please post below.)IMO Proxy C4 has no place in a CTF map. There is NO amount of rushing that can get past 30 prox mines AND people shooting at you. Its simply impossible to take the flag.

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Subject: C&C\_HON\_CTF Revision Edition: Work In Progress, See Insi  
Posted by [Anonymous](#) on Sun, 12 Jan 2003 07:07:00 GMT

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I was also one of the ppl playing on MMN when the map came up, the map turned into DM cus of the campers that would run around aimlessly trying to find an exit. I was also with BMCJ and its fine on a 10 player server, no lag, plenty of flag caping oportunities, but as was mentioned, remove the mines and c4, i was in that first server that was setup where you were in and you should remember how the second round we immediately banned mines and shotguns(i liked the shotguns )

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Subject: C&C\_HON\_CTF Revision Edition: Work In Progress, See Insi  
Posted by [Anonymous](#) on Sun, 12 Jan 2003 08:12:00 GMT

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Alright, Proxy C4 will be gone PERIOD. I just got the staircase modle from Sgt.May, and I am getting ready to replace the elevators. I don't think I will do anything with the shotgubn troopers, as they are balanced; you can't shoot far, and they have low health, so a minigunner can own them from a distance. [ January 12, 2003, 08:12: Message edited by: vloktboky03 ]

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Subject: C&C\_HON\_CTF Revision Edition: Work In Progress, See Insi  
Posted by [Anonymous](#) on Sun, 12 Jan 2003 10:20:00 GMT

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w00t

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Subject: C&C\_HON\_CTF Revision Edition: Work In Progress, See Insi

Posted by [Anonymous](#) on Sun, 12 Jan 2003 11:17:00 GMT

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capturing the flag should give more points.i played in a few different games so far with it some with no money.which was great and made capturing the flag important.some with 99k.which made the flag useless.why get 150 from it when you can kill 99 point sakuras?personally i think itd also work if nobody started it with more than say 500\$.id say make the flag give you 5k points this way almost no mattter what whichever side captures it more wins. [ January 12, 2003, 11:23: Message edited by: Viper0968 ]

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Subject: C&C\_HON\_CTF Revision Edition: Work In Progress, See Insi

Posted by [Anonymous](#) on Sun, 12 Jan 2003 11:18:00 GMT

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ya i was on the mmn also with the ctf, thnk-you for taking the doors out! lol, its a horror listeing to doors opeing and cosing every second, lol, i played it after that on a smaller server, its a bit easier and funner when theres a oppurtonity to get the flag,and now i found out how to get to the flag lol, on the mmn server i got lost twice and ended p outside all the time lol,

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Subject: C&C\_HON\_CTF Revision Edition: Work In Progress, See Insi

Posted by [Anonymous](#) on Sun, 12 Jan 2003 11:28:00 GMT

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Alright, I'll see if I can make the points higher for capturing the flag.

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Subject: C&C\_HON\_CTF Revision Edition: Work In Progress, See Insi

Posted by [Anonymous](#) on Sun, 12 Jan 2003 11:33:00 GMT

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quote: The CTF map master. Get my map here he can say that Ack because as far a i know hes the only one with a ctf map out there.so hes the master but by default.dont get me wrong though i like his map plenty.could use more ways into the bases though.theres alot of extra space in that map which should be used for something.

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Subject: C&C\_HON\_CTF Revision Edition: Work In Progress, See Insi

Posted by [Anonymous](#) on Sun, 12 Jan 2003 11:43:00 GMT

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quote:Originally posted by Viper0968:[QUOTE]could use more ways into the bases though.theres alot of extra space in that map which should be used for something. quote:Originally posted by vloktboky03:4.) Move the flags so that there are more than 1 entrance to them. They will most

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likely rest in front of the bases, rather than in the back of them.

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Subject: C&C\_HON\_CTF Revision Edition: Work In Progress, See Insi  
Posted by [Anonymous](#) on Sun, 12 Jan 2003 11:45:00 GMT

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\*sigh\*i read that you know im not that stupid.i meant like the outside of the map.or the swamplike area with the 2 towers.good spots but if you only plan on moving the flag a little bit they still wont be used.

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Subject: C&C\_HON\_CTF Revision Edition: Work In Progress, See Insi  
Posted by [Anonymous](#) on Sun, 12 Jan 2003 11:49:00 GMT

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quote:Originally posted by Viper0968:\*sigh\*i read that you know im not that stupid.i meant like the outside of the map.or the swamplike area with the 2 towers.good spots but if you only plan on moving the flag a little bit they still wont be used.I didn't mean to make you fell/look stupid. I was just telling you I was going to move them.I am not really sure about moving the flags outside. I was thinking more of like having the GDI flag near the ramp that leads down to their base, and Nod's flag in one of those large openings near where their elevator used to be. That way, the flags are harder to defend, as there will be more than 1 way to get to them.

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Subject: C&C\_HON\_CTF Revision Edition: Work In Progress, See Insi  
Posted by [Anonymous](#) on Sun, 12 Jan 2003 11:52:00 GMT

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the spots you plan on moving them to are better.its just that id like to see the rest of that map used.maybe in 40 players...

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Subject: C&C\_HON\_CTF Revision Edition: Work In Progress, See Insi  
Posted by [Anonymous](#) on Sun, 12 Jan 2003 11:56:00 GMT

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quote:Originally posted by Viper0968:the spots you plan on moving them to are better.its just that id like to see the rest of that map used.maybe in 40 players...I can always fill in space with different objects, if that is what everyone wants. I want this map to be enjoyed by all.

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Subject: C&C\_HON\_CTF Revision Edition: Work In Progress, See Insi  
Posted by [Anonymous](#) on Sun, 12 Jan 2003 12:30:00 GMT

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After recent "suggestions" to keep my CTF map, C&C\_HON\_CTF, and just revise it for better use online, I have decided to listen. I figured the map is good, it just needs some bugs taken care of. Well, I plan to fix these bugs, and release a revised version of the map in about 2 days. Below is a list of all the bugs I could think of at the moment:1.) Take out the elevators, and replace them with staircases.2.) Remove all doors, and let the structure just be doorless.3.) Remove all Proxy C4 spawners from the map. Hotwire/Tech can still place them, however. (If a majority want me to disable them all together, please post below.)4.) Move the flags so that there are more than 1 entrance to them. They will most likely rest in front of the bases, rather than in the back of them.5.) Make the destroyed Apache undestroyable. 6.) Fix the floating Nod PCT in the room adjacent to their flag.7.) Change the existing flag modle to Taximes' modle. I like it much more than mine. 8.) Try to raise the amount of points you get for capturing the flag, or lower the amount of points for killing some of the high characters.9.) Add some music, mabye Hell's March. I like the sound of that song playing while I'm capturing flags. 10.) Thanks to JW, this new version will allow a person who host the map set the number of times the flag needs to be captured. This is done through an outside text file that needs to be placed in your data folder. Thanks again JW. 11.) Fix all other lag related issues. After this revision, the map should improve 10 folds. Any comments or suggestions about these or other bug fixes, please reply below. If a majority wants me to add/remove something, I will most likely apply the suggestion. As I said, look for the download with the revision in about 1-2 days, depending on how my schedule works out on Sunday. [ January 12, 2003, 15:34: Message edited by: vloktboky03 ]

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Subject: C&C\_HON\_CTF Revision Edition: Work In Progress, See Insi  
Posted by [Anonymous](#) on Sun, 12 Jan 2003 12:42:00 GMT  
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As I said before... How can you be the CTF map master if everyone hated your map? I'm just not following that.

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Subject: C&C\_HON\_CTF Revision Edition: Work In Progress, See Insi  
Posted by [Anonymous](#) on Sun, 12 Jan 2003 12:48:00 GMT  
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quote:Originally posted by aircraftkiller2001:As I said before... How can you be the CTF map master if everyone hated your map? I'm just not following that. I guess you didn't read my last reply to you. Must have deleted the topic before you read it. I said I put that there just to sort of promote my map. I thought of it as a way of saying what the map is with a little humour. Mabye I have a weird sence of humour, but that is why I said that. And not everyone hated my map. A lot of people loved it. They just don't like the Proxy C4s by the flags, since I have it as only one way to the flag. A mistake on my behalf. Also, the map is laggy like no other on really big servers, like 40 players. That is why I am fixing it, so it can be enjoyed by all. [ January 12, 2003, 00:49: Message edited by: vloktboky03 ]

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Subject: C&C\_HON\_CTF Revision Edition: Work In Progress, See Insi

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Posted by [Anonymous](#) on Sun, 12 Jan 2003 13:54:00 GMT

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quote:Originally posted by Vipor0968:he can say that Ack because as far a i know hes the only one with a ctf map out there.so hes the master but by default.dont get me wrong though i like his map plenty.could use more ways into the bases though.theres alot of extra space in that map which should be used for something. Am I the only one that remembers C&C Fissure? The second that comes out, we will be saved THANK GOD FOR ACK!

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Subject: C&C\_HON\_CTF Revision Edition: Work In Progress, See Insi  
Posted by [Anonymous](#) on Sun, 12 Jan 2003 14:03:00 GMT

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its not out YET though.

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Subject: C&C\_HON\_CTF Revision Edition: Work In Progress, See Insi  
Posted by [Anonymous](#) on Sun, 12 Jan 2003 15:04:00 GMT

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quote:Originally posted by imdgr8one: quote:Originally posted by Vipor0968:he can say that Ack because as far a i know hes the only one with a ctf map out there.so hes the master but by default.dont get me wrong though i like his map plenty.could use more ways into the bases though.theres alot of extra space in that map which should be used for something. Am I the only one that remembers C&C Fissure? The second that comes out, we will be saved THANK GOD FOR ACK!I didn't forget about it, but I am the first person to release a map that works fully. I know the scripts at that time only allowed the host to pick up the flags. However, the new scripts in JW's 0.99 RC that Dante finished solved that problem. He hasn't released the map, though. So, in a way, I am the first one to finish a working CTF map. Does that statement in my sig really annoy you all?

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Subject: C&C\_HON\_CTF Revision Edition: Work In Progress, See Insi  
Posted by [Anonymous](#) on Sun, 12 Jan 2003 17:53:00 GMT

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quote:Originally posted by aircraftkiller2001:As I said before... How can you be the CTF map master if everyone hated your map?I'm just not following that."Download vloktboky03's latest CTF map at CNCHQ!" Speaks for itself, I think.

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Subject: C&C\_HON\_CTF Revision Edition: Work In Progress, See Insi  
Posted by [Anonymous](#) on Sun, 12 Jan 2003 20:05:00 GMT

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I like the map, played it in a 40 player server and got 10 FPS with a Geforce 4 Ti4200 and P4 2.2GHz though, oh well. It was still fun, even though it was more like team deathmatch than CTF. The improvements you listed look very good, should make the map even better.

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Subject: C&C\_HON\_CTF Revision Edition: Work In Progress, See Insi  
Posted by [Anonymous](#) on Sun, 12 Jan 2003 20:41:00 GMT

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personaly I beleive it should have NO remote or proxy c4, its too easy to make sure no one ever gets the flag with them. Or just disable all forms of engineers, and just have repair jun spawns by each PT.

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Subject: C&C\_HON\_CTF Revision Edition: Work In Progress, See Insi  
Posted by [Anonymous](#) on Sun, 12 Jan 2003 20:43:00 GMT

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This may be a bit of trouble to go through, but I think there needs to be better and more ways to get to each flag. Like add stair cases or ladders that go up or down a level (cut a hole in the floor)

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Subject: C&C\_HON\_CTF Revision Edition: Work In Progress, See Insi  
Posted by [Anonymous](#) on Mon, 13 Jan 2003 00:03:00 GMT

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an incentive to go into them would be nice. put volt rifles there maybe... the map has plenty of room its just that in most rooms hosting it there wont be enough people to go into the dead end room. maybe not even for a volter. if you could use them to make other ways into the other base it would be good. it would probably work fine with the moved flags its just that that space will be wasted in most peoples room. i can only host 16-24. usually i leave it at 16 to keep lag down. when we were using your map earlier we were awfully spread out or we were on top of each other. its not the one way into where the eflag is it was the ramp about midway between both bases where we kept meeting up. maybe you caoule add halls from the other rooms this way theres mosr than one one through most of the map. [ January 12, 2003, 12:04: Message edited by: Viper0968 ]

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Subject: C&C\_HON\_CTF Revision Edition: Work In Progress, See Insi  
Posted by [Anonymous](#) on Mon, 13 Jan 2003 00:12:00 GMT

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Another little thing that should be fixed is the Apache on the roof goes through the ceiling. So you can see it clearly from where GDI spawns.

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