Subject: Suggestion for new server variable (if possible)
Posted by Anonymous on Sun, 12 Jan 2003 09:24:00 GMT
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Flag_Captures_to_winHow many captures are needed in a CTF game to win.Would that be possible to add in a patch?

Subject: Suggestion for new server variable (if possible)
Posted by Anonymous on Sun, 12 Jan 2003 09:39:00 GMT
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I saw in a LAN that you get 125 points a capture. If they set the win limit on points then a team could just win on the team score and turn out a DM game...

Subject: Suggestion for new server variable (if possible)
Posted by Anonymous on Sun, 12 Jan 2003 09:48:00 GMT
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quote:Originally posted by brutus:Flag_Captures_to_winHow many captures are needed in a CTF game to win.Would that be possible to add in a patch?I don't think so. The way the scripts work for CTF won't allow for a different number to be added for the ammount of times a flag has to be captured. You have to set that value manualy in the script itself. The way it works is each time the flag is captured, it destroys a building for that team. Such as if Nod captures the flag, a GDI building is destroyed. You don't hear that the building got destroyed until the flag has been captured the ammount of times set into the script. It is sort of complicated to explain, but I don't believe a feature can be set to change the value of the script at this time.If you want to try, talk to Dante about it. He wrote the scripts.

Subject: Suggestion for new server variable (if possible)
Posted by Anonymous on Sun, 12 Jan 2003 14:52:00 GMT
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So, since every time you capture a flag, its like destroying a building. What if on game options when you host you take off the option where whenever you destroy all buildings you win the game, what happends when you take it off do you just keep playing that CTF game forever?

Subject: Suggestion for new server variable (if possible)
Posted by Anonymous on Sun, 12 Jan 2003 15:01:00 GMT
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quote:Originally posted by forsaken:So, since every time you capture a flag, its like destroying a building. What if on game options when you host you take off the option where whenever you

destroy all buildings you win the game, what happends when you take it off do you just keep playing that CTF game forever?After the flags are captured the set number of times, all the buildings are destroyed. You hear EVA say the buildings are destroyed, but since Buildings Destroyed Ends Game is set off, the game continues on like nothing happened. However, the way I have HON_CTF setup, when that happenes, that team loses the Barracks/HON as well as the Power Plants. So, that team is left with nothing but basic characters and the spawn weapons. In other words, yes, the game would continue on forever until the time limit runs out.

Subject: Suggestion for new server variable (if possible)
Posted by Anonymous on Sun, 12 Jan 2003 15:05:00 GMT
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There is a way to make the number of flag captures configurable as a server variable. Its a little complex to explain but if someone wants to know how, look in the readme.txt of the scripts.dll and get my contact details then contact me.

Subject: Suggestion for new server variable (if possible)
Posted by Anonymous on Sun, 12 Jan 2003 15:23:00 GMT
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After JW's conversation, I have learned how to implement this feature. It will be present in the revision version of C&C_HON_CTF. Thanks again JW.

Subject: Suggestion for new server variable (if possible)
Posted by Anonymous on Sun, 12 Jan 2003 15:57:00 GMT
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could you KILL the elevators, and add some ladders instead, that map lagged all to hell with them...just a suggestion, and take out any unneccessary dsapo objects as well, i know alot of them are part of the interior, but i did see some added ones   Dante

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Subject: Suggestion for new server variable (if possible)
Posted by Anonymous on Sun, 12 Jan 2003 16:01:00 GMT
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quote:Originally posted by Dante:could you KILL the elevators, and add some ladders instead, that map lagged all to hell with them...just a suggestion, and take out any unneccessary dsapo objects as well, i know alot of them are part of the interior, but i did see some added ones DanteI am already fixing the elevators. I'm replacing them with staircases that Sgt. May made. Check it out he re.As for the added DSAPO objects, I only added the crates by where the GDI flag is (or used to be for me). That is becasue a little bit of the outside terrain leaks into the walls there, and I couldn't shift the HON over more to remove it. It would cause a crack to appear on

the other side. So, the only way I could fix that was with the crates. The other thing I added was the Apache on the roof. I'm changing that to be totally undestroyable, so you cant score points off of it.   [January 12, 2003, 16:03: Message edited by: vloktboky03]

Subject: Suggestion for new server variable (if possible)
Posted by Anonymous on Mon, 13 Jan 2003 06:25:00 GMT
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quote:Originally posted by vloktboky03:I don't think so. The way the scripts work for CTF won't allow for a different number to be added for the ammount of times a flag has to be captured. You have to set that value manualy in the script itself. The way it works is each time the flag is captured, it destroys a building for that team. Such as if Nod captures the flag, a GDI building is destroyed. You don't hear that the building got destroyed until the flag has been captured the ammount of times set into the script. It is sort of complicated to explain, but I don't believe a feature can be set to change the value of the script at this time.If you want to try, talk to Dante about it. He wrote the scripts.   [/QB]Thats a quite crude CTF. quote:Originally posted by Jonathan Wilson:There is a way to make the number of flag captures configurable as a server variable. Its a little complex to explain but if someone wants to know how, look in the readme.txt of the scripts.dll and get my contact details then contact me.W00t! Good to hear. Keep up the good work

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