Subject: Notes to Dante regarding his CTF MapPack
Posted by Anonymous on Mon, 13 Jan 2003 02:52:00 GMT
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I have played many many versions of CTF, including quake1, Quake2, Quake3, Unreal Tournament, UT2K3, and about 4 lesser games. Here are the basic "rules" of a CTF game.1. You only get points for: fragging any normal player fragging the enemy that has your flag (bonus points) Taking the enemy flag Touching the enemy flag to YOUR flag (complete capture) You CANNOT get the capture bonus if the enemy has your flag (your flag has to be in base for you to get the bonus)   The maps you have on domsvr06 are nothing more than the standard maps, with CTF flags and code added to them. The following things should NOT be occuring in a CTF map: Pointwhoring on enemy buildings with MRLS/Mobart, etc Attacks on enemy buildings 30 Proximity mines around each flag, making it impossible to capture stealth guys beaconing buildings for points If you go into any of the CTF maps being played on domsvr06, you will not see a CTF game, you will see normal all-out war that occurs on any server. Nobody is even trying/interested in capturing the flag, and even if they wanted to, some tech/hotwire has put 30 prox mines around it anyway.I highly suggest you redo the maps, and disable beacons, C4, and any heavy vehicles.Real CTF games are fun, and since the only points you get are from taking their flag, the juicy bonus of getting it home to your base, bonus for fragging the enemy flagcarrier, etc. The highest score obviously goes to the team that is the most successful in capturing and stopping captures.As it is, people are racking up bigtime ladderpoints by destroying buildings.And, yes I know, the game doesnt actually end until there are X number of captures, but for example, I was just in a game where Nods entire base was destroyed, and GDI had 4 APCs roaming around inside the base just running over anyone who ventured out....yeah thats real **** fun...not.P.S. This was in no way intended to be a flame. I am just letting you know how I think CTF should be, and everyone I talked to felt the same way. Your beta-ctf map was more fun...it gave the right bonuses, nobody destroyed buildings, and it even made sounds when the flags were captured. These new maps dont even make the capture sound.Thanks for working on this, with a little tweaking it will be really fun.

Subject: Notes to Dante regarding his CTF MapPack
Posted by Anonymous on Mon, 13 Jan 2003 03:00:00 GMT
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I totally agree. I really want to put up a CTF server, but until everything works as it should, I'm not going to. The rules have to be defined within the game so they can't be broken, rather than relying on people to abide by them voluntarily.

Subject: Notes to Dante regarding his CTF MapPack
Posted by Anonymous on Mon, 13 Jan 2003 03:36:00 GMT
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Can't you disable that you can destroy buildings but they still got there function?

Subject: Notes to Dante regarding his CTF MapPack
Posted by Anonymous on Mon, 13 Jan 2003 04:05:00 GMT
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lol, pointwhoring!

Subject: Notes to Dante regarding his CTF MapPack
Posted by Anonymous on Mon, 13 Jan 2003 04:53:00 GMT
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Could just keep CTF on deathmatch maps.

Subject: Notes to Dante regarding his CTF MapPack
Posted by Anonymous on Mon, 13 Jan 2003 04:55:00 GMT
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Idea about prox c4There should be a zone around the flag points where no c4 can be used, relatively large of course.I agree with Blazer too, if you destroy a building, it should only be to disable it's ability. AKA, no vehicles for no strip/wf (though, in some levels you might want to create an indestructable one so they can at least have a chance to get past defensive structors), infantry for barracks/Hand Of Nod, ect.Killing people doesn't give you points, but the points are incegnifigant (sp?) compared to actually capturing the flag. Like 1 to 4 points (depending on class), possible have it people return flags by capturing touching the flag (ie, killed the person who held the flag and it just lays on the ground) should give like a bounces point, and I totally agree with the can only capture if your flag is where it is suppose to be.The only thing I wish I could ask for is Quake 1's trust Grapling hook, oh how I miss that weapon, lol =] (I'm kidding, I don't want this added, people would probably screw the game over it it was)

Subject: Notes to Dante regarding his CTF MapPack
Posted by Anonymous on Mon, 13 Jan 2003 11:01:00 GMT
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You left out one important thing: Individual points and team points are usually two completely seperate things.That is, iduvidual points (gained by capturing the flag, killing enemy flag carriers, protecting your flag carrier, etc) define your ranking on your team, while the team points is just the number of times your team have captured the flag, which decides what team wins the game.   [January 13, 2003, 11:02: Message edited by: brutus]

Subject: Notes to Dante regarding his CTF MapPack
Posted by Anonymous on Mon, 13 Jan 2003 11:23:00 GMT
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oh, and I kindly borrowed some wav files from Team Fortress Classic that would fit nicely into CTF if you need them. They say the following: - "The enemy team has captured the flag" - "The Enemy team has your flag" - "The Enemy Flag has returned" - "Your Team Captured the Enemy Flag" - "Your team has the enemy flag" - "You have the Enemy Flag" - "Ohhh Baby your flag has returned" - " yaaaaa ~claping~" (good for when you capture the flag)I also borrowed a few good wavs that could be good Boink replacements - "God like" - "Ultra Kill" - "Killing Spree" - "Mwuahahahahahahaha" -

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Subject: Notes to Dante regarding his CTF MapPack
Posted by Anonymous on Mon, 13 Jan 2003 14:15:00 GMT

quote:Originally posted by Demolition man:Can't you disable that you can destroy buildings but they still got there function?If you put the controllers away from the buildings you can still use their functions but they can't be destroyed

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Subject: Notes to Dante regarding his CTF MapPack
Posted by Anonymous on Mon, 13 Jan 2003 16:24:00 GMT

ok, first off, i can redo them... but who is to say that everyone will be happy???second, the Beta CTF map i did... is C&C_CTF_Islands... no changes except to the scripts.third, screw it, by tomorrow, i will have Dante_CTF2 out...

Subject: Notes to Dante regarding his CTF MapPack
Posted by Anonymous on Mon, 13 Jan 2003 18:20:00 GMT

quote:Originally posted by Dante:but who is to say that everyone will be happy???Dante, it's your public, is a public EVER all happy?

Subject: Notes to Dante regarding his CTF MapPack
Posted by Anonymous on Mon, 13 Jan 2003 22:32:00 GMT

quote:Originally posted by Dante:ok, first off, i can redo them... but who is to say that everyone will be happy???second, the Beta CTF map i did... is C&C_CTF_Islands... no changes except to the scripts.third, screw it, by tomorrow, i will have Dante_CTF2 out...*shrug* I personally am not going to play in a CTF game, busting my ass trying to capture the flag, just to get owned by proxy mines over and over again, or watch all my bases buildings get nuked and C4'd....and noobs coming into the game just to get 1000 ladder points for destroying the whole base with their stealth tank. I await Dante_CTF2

Subject: Notes to Dante regarding his CTF MapPack
Posted by Anonymous on Tue, 14 Jan 2003 12:09:00 GMT
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all donehttp://di.ww-unleashed.com/Downloads/Dante_CTF2.zip