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Subject: Dante\_CTF Mod folders, now available for download

Posted by [Anonymous](#) on Tue, 14 Jan 2003 22:19:00 GMT

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i decided, that enough people are interested in asking how to do this... so...i decided to just post up my mod folders for the Dante\_CTF maps...big file, 5 mod folders, all .mix ready, just delete the character, presets, and always folder, and export as "C&C\_CTF\_(map).mix"enjoyhttp://di.ww-unleashed.com/Downloads/Dante\_CTF\_Source.rar

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Subject: Dante\_CTF Mod folders, now available for download

Posted by [Anonymous](#) on Wed, 15 Jan 2003 01:48:00 GMT

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Is the only CTF script located on the script zone on the ped? or is more required to make a CTF map? I saw the one script on the zone located on the pedestals, whic uses a script from your modified DLL. I know someone is making a tutorial on how to do a CTF map. As you said before each time the flag is captured it destroys a building (not physically) to give you points, i take it these prestes need to be set up?Good work on the scripts [ January 15, 2003, 01:50: Message edited by: General Havoc ]

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Subject: Dante\_CTF Mod folders, now available for download

Posted by [Anonymous](#) on Wed, 15 Jan 2003 01:52:00 GMT

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correction, points are given by the script, the buildings are not destroyed till the end of the game.

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Subject: Dante\_CTF Mod folders, now available for download

Posted by [Anonymous](#) on Wed, 15 Jan 2003 02:04:00 GMT

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Are the points for the flag capture and the number of times a flag needs to be captured hard coded into the scripts.dll?Thanks for your help

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Subject: Dante\_CTF Mod folders, now available for download

Posted by [Anonymous](#) on Wed, 15 Jan 2003 05:50:00 GMT

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hello Dante that's very nice therethanx to you all guys that renegade lives.hehe [ January 15, 2003, 05:52: Message edited by: Therazor ]

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Subject: Dante\_CTF Mod folders, now available for download

Posted by [Anonymous](#) on Wed, 15 Jan 2003 07:11:00 GMT

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I've made my second skin(A sniper)

screenshot:<http://www.n00bstories.com/image.view.php?id=1971671426&gallery=1577>

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Subject: Dante\_CTF Mod folders, now available for download

Posted by [Anonymous](#) on Wed, 15 Jan 2003 07:38:00 GMT

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Thanks Dante, good work with the scripts. I think I've also figured out what causes the bug. Everytime you return the enemy flag to your pedestal, another one of your team's flag appears there. This wasn't apperent with the non-animated flags, but since I have animated flags, I could see clearly that another copy appears on each capture. Here are the

screens:<http://www.n00bstories.com/image.view.php?id=1369>

715151<http://www.n00bstories.com/image.view.php?id=1310> 483983 [ January 15, 2003, 07:46:

Message edited by: SomeRhino ]

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Subject: Dante\_CTF Mod folders, now available for download

Posted by [Anonymous](#) on Wed, 15 Jan 2003 22:46:00 GMT

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COOL!!!!!!!!!! Where can I get it? Better than the standard dead eye.

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