Subject: CTF script advancements
Posted by Anonymous on Sun, 19 Jan 2003 11:11:00 GMT
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I found sound files that say "Nod flag has been captured" and "Nod flag has been returned"Yah suppose someone can modify the CTF scripts so that these are used?Also for when the flag has been scored on maybe add a sound to indicate this?

Subject: CTF script advancements
Posted by Anonymous on Sun, 19 Jan 2003 11:30:00 GMT
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Out of curiosity, what are the file names?

Subject: CTF script advancements
Posted by Anonymous on Sun, 19 Jan 2003 14:35:00 GMT
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Yeah i suppose its simple. Get the names of the sounds used in the script then rename your sound files to what there called and bung them in the data directory (assuming the script refers to sounds already in the always.dat file) You'd probably be able to find them yourself or ask Dante nicely and he might tell you the names of the sound files he used. [January 19, 2003, 14:36: Message edited by: General Havoc]

Subject: CTF script advancements
Posted by Anonymous on Sun, 19 Jan 2003 17:50:00 GMT
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i used the 3d sounds that already existed for CTF.

Subject: CTF script advancements
Posted by Anonymous on Sun, 19 Jan 2003 17:55:00 GMT
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well There are ctf sounds like I said, but I played the HON CTF and it didnt announce anything.And I cant seem to get on Dom servers so I cant test Dante's CTF maps. And they dont seem to load if I set players to 1 and try that way. So I dont know what Dantes maps are like.

Subject: CTF script advancements
Posted by Anonymous on Sun, 19 Jan 2003 17:57:00 GMT

quote:Originally posted by DeafWasp:well There are ctf sounds like I said, but I played the HON CTF and it didnt announce anything.And I cant seem to get on Dom servers so I cant test Dante's CTF maps. And they dont seem to load if I set players to 1 and try that way. So I dont know what Dantes maps are like.thats because HON CTF doesnt use dantes scripts.

Subject: CTF script advancements
Posted by Anonymous on Sun, 19 Jan 2003 18:06:00 GMT

yes it does, and note, the sounds are like the oblisk one for some reason, only heard by the host...trying to find a work around for that.