Subject: SSCTF Ported To 2.9.2 with Crazy CTF
Posted by SeargentSarg on Tue, 13 Mar 2007 00:49:39 GMT

Hello,

I have a crazy ctf server running, and I have tried both, the SSGM & SSCTF Ported To 2.9.2 with BlackIntel by nightma..

Both of them have problems running with Crazy CTF objects.ddb and CTF2.dat

1) Sometimes objects.ddb turn into bjects.ddb
2) If it runs on bjects.ddb, it won't run CCTF effects
3) If it runs on objects.ddb, it won't show in XWIS.

But if you run the original SSCTF 1.31 scripts, it works, explain how to fix?

Subject: Re: SSCTF Ported To 2.9.2 with Crazy CTF
Posted by Whitedragon on Tue, 13 Mar 2007 01:33:25 GMT

If you run SSGM the file should be named objects.gm. Any flag coordinates from ctf.dat will also need to be ported to ssgm.ini.

Subject: Re: SSCTF Ported To 2.9.2 with Crazy CTF
Posted by Nightma12 on Tue, 13 Mar 2007 16:31:52 GMT

SeargentSarg wrote on Mon, 12 March 2007 18:49Hello,

I have a crazy ctf server running, and I have tried both, the SSGM & SSCTF Ported To 2.9.2 with BlackIntel by nightma..

i did not make them

Subject: Re: SSCTF Ported To 2.9.2 with Crazy CTF
Posted by SeargentSarg on Wed, 14 Mar 2007 01:49:18 GMT

with blackintel are the key words? lol

doesnt matter,