
Subject: Dante's CTF Version 2.1 NOW AVAILABLE!!!!
Posted by [Anonymous](#) on Sat, 01 Feb 2003 16:07:00 GMT
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fixed a BUNCH of bugs...first, goto http://www.renevo.com/downloads/sp1_0_1.zip and update your scripts.dll's first...NEXT goto http://di.wv-unleashed.com/Downloads/Dante_CTF2.1.zip and get the new CTF maps.ok, here is what is different, please don't flame me, it IS fun no matter what you say, and properly balanced finally.Engineers = NO remote C4Secret Characters = Mutant Characters with Icons from beta Secret Vehicles = no more, they where driving into HoN.Vehicle blocker put in front of barracks to prevent hummers getting in.Script is fully funtional, no more flags staying, no more wrong team winning etc...sooooGO GET ITDom_TreyD should get his CTF server back up, and StoneRook's T1 server will feature these maps as well.enjoy

Subject: Dante's CTF Version 2.1 NOW AVAILABLE!!!!
Posted by [Anonymous](#) on Sat, 01 Feb 2003 16:08:00 GMT
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cool - uploading to FDS now...

Subject: Dante's CTF Version 2.1 NOW AVAILABLE!!!!
Posted by [Anonymous](#) on Sat, 01 Feb 2003 16:09:00 GMT
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cool! Gonna DL them now...

Subject: Dante's CTF Version 2.1 NOW AVAILABLE!!!!
Posted by [Anonymous](#) on Sat, 01 Feb 2003 16:15:00 GMT
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I have to say another excellent job Dante. The maps are much better now, this should be able to create some good CTF games now.Excellent!

Subject: Dante's CTF Version 2.1 NOW AVAILABLE!!!!
Posted by [Anonymous](#) on Sat, 01 Feb 2003 16:16:00 GMT
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I like the mutant

Subject: Dante's CTF Version 2.1 NOW AVAILABLE!!!!
Posted by [Anonymous](#) on Sat, 01 Feb 2003 16:19:00 GMT

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CTF map don't DL for me?!

Subject: Dante's CTF Version 2.1 NOW AVAILABLE!!!!
Posted by [Anonymous](#) on Sat, 01 Feb 2003 17:02:00 GMT
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try again

Subject: Dante's CTF Version 2.1 NOW AVAILABLE!!!!
Posted by [Anonymous](#) on Sun, 02 Feb 2003 10:47:00 GMT
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There's a few bugs with the GDI mutants. The PT icon for the Acolyte doesn't show up and the Initiate's weapon doesn't work.

Subject: Dante's CTF Version 2.1 NOW AVAILABLE!!!!
Posted by [Anonymous](#) on Sun, 02 Feb 2003 13:21:00 GMT
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there is no icon for the gdi acolyte (not until someone makes one that is)and the weapon for the initiate does work, you just need to reinstall renegade because your animations are messed up, happened to me, i reinstalled, worked fine... btw, the initiates weapon is a melee.

Subject: Dante's CTF Version 2.1 NOW AVAILABLE!!!!
Posted by [Anonymous](#) on Sun, 02 Feb 2003 13:34:00 GMT
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Why didn't you just make one for the acolyte then?

Subject: Dante's CTF Version 2.1 NOW AVAILABLE!!!!
Posted by [Anonymous](#) on Sun, 02 Feb 2003 13:37:00 GMT
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cause i suck at that kind of graphics

Subject: Dante's CTF Version 2.1 NOW AVAILABLE!!!!
Posted by [Anonymous](#) on Sun, 02 Feb 2003 13:40:00 GMT

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Does the script.dll file have John's scripts too?

Subject: Dante's CTF Version 2.1 NOW AVAILABLE!!!!
Posted by [Anonymous](#) on Sun, 02 Feb 2003 13:40:00 GMT

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quote:Originally posted by Dante:cause i suck at that kind of graphics You need 3 things.Skin for GDI templar,skin for GDI acolyte, and PT Icon for the same acolyte

Subject: Dante's CTF Version 2.1 NOW AVAILABLE!!!!
Posted by [Anonymous](#) on Sun, 02 Feb 2003 13:42:00 GMT

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quote:Originally posted by Aprime1: quote:Originally posted by Dante:cause i suck at that kind of graphics You need 3 things.Skin for GDI templar,skin for GDI acolyte, and PT Icon for the same acolyteuhmm, i just used the GDI models that westwood supplied (cnc_gdi_mutant_0, cnc_gdi_mutant_1Of)so no fault if the skins aren't right

Subject: Dante's CTF Version 2.1 NOW AVAILABLE!!!!
Posted by [Anonymous](#) on Sun, 02 Feb 2003 13:48:00 GMT

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when i enter any of the CTF maps, i fall into an infinte void? [February 02, 2003, 13:51: Message edited by: TestGun.]

Subject: Dante's CTF Version 2.1 NOW AVAILABLE!!!!
Posted by [Anonymous](#) on Sun, 02 Feb 2003 14:40:00 GMT

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Where are the flags? none of those maps even have flags in them...?!

Subject: Dante's CTF Version 2.1 NOW AVAILABLE!!!!
Posted by [Anonymous](#) on Sun, 02 Feb 2003 15:04:00 GMT

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quote:Originally posted by Dante:cause i suck at that kind of graphics I'm not good with graphics either but I still did this in 20 minutes. Just took a mixture of copying, pasting and boredom.

Subject: Dante's CTF Version 2.1 NOW AVAILABLE!!!!
Posted by [Anonymous](#) on Sun, 02 Feb 2003 18:30:00 GMT
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nice pic, if you have it in the proper dds format, please name it hud_cnc_gmutant2.dds and give it available to download (the ctf is preprogrammed for the acolyte to have that name)just drop it in your data folder, and it should show up as far as the skins go.... will have to do something about that soon... [February 02, 2003, 18:30: Message edited by: Dante]

Subject: Dante's CTF Version 2.1 NOW AVAILABLE!!!!
Posted by [Anonymous](#) on Sun, 02 Feb 2003 21:46:00 GMT
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I uploaded the file to CnC Source. Anyone who wants it should be able to get it at this link.

Subject: Dante's CTF Version 2.1 NOW AVAILABLE!!!!
Posted by [Anonymous](#) on Sun, 02 Feb 2003 22:48:00 GMT
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kewl, thanks, if i have to do another release for some reason, can i include it?

Subject: Dante's CTF Version 2.1 NOW AVAILABLE!!!!
Posted by [Anonymous](#) on Mon, 03 Feb 2003 07:47:00 GMT
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Sure, you can include it.

Subject: Dante's CTF Version 2.1 NOW AVAILABLE!!!!
Posted by [Anonymous](#) on Mon, 03 Feb 2003 10:17:00 GMT
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nice map!
