
Subject: CTF Forts Released!

Posted by [Anonymous](#) on Wed, 05 Feb 2003 19:43:00 GMT

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Get it

at:<http://mods.cncrenegade.com/somerrhino/ctfforts.zip><http://www.n00bstories.com/image.fetch.php?id=1239504784><http://www.n00bstories.com/image.fetch.php?id=1748774875><http://www.n00bstories.com/image.fetch.php?id=1304562939><http://www.n00bstories.com/image.fetch.php?id=2067392051><http://www.n00bstories.com/image.fetch.php?id=1399547180><http://www.n00bstories.com/image.fetch.php?id=1669007467><http://www.n00bstories.com/image.fetch.php?id=1230346777><http://www.n00bstories.com/image.fetch.php?id=1613683010><http://www.n00bstories.com/image.fetch.php?id=1824399446><http://www.n00bstories.com/image.fetch.php?id=1773524190><http://www.n00bstories.com/image.fetch.php?id=1690950617>-----CTF Forts Readme

First of all, I would like to thank Dante for writing the CTF scripts, and Jonathan Wilson for writing the jump scripts for me and implementing the custom scripts. This is a port of the Quake 3 level "Deuling Keeps," rebuilt from the ground up. Please note that I did not steal of the Quake 3 files to create this map. Install this by extracting the entire zip to your main Renegade folder (e.g.

C:\Westwood\Renegade), NOT your data folder. It needs to install the scripts for this to work, and will install the map into the data folder automatically if you do this. Yes, I know that the file is a .pkg, but I couldn't implement all the features without using this format. Server Hosts, I believe the map can be rotated using BlazeRegulator, which you can get at:<http://www.blazeregulator.com/> I have tested the map on the FDS, and it ended the game and loaded the next map without crashing. It works on the FDS. I'd like to thank the beta testers: Blazer

(www.blazeregulator.com)KevinDeafwaspgdi1111Try_leeLaser2150Slavik

(www.planetcnc.com)sostoastysk8rrimuklmdgr8onePencilHeadtoogood87KresinBeanyHeadbigwig992dougfunielazy6pyrowtdragon5TiberCZeroThePsycho(insert name of whom I forgot

here)Thanks, and enjoy!-SomeRhinosomerrhino@juno.com [February 05, 2003, 19:47: Message edited by: SomeRhino]

Subject: CTF Forts Released!

Posted by [Anonymous](#) on Wed, 05 Feb 2003 21:02:00 GMT

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Nice!

Subject: CTF Forts Released!

Posted by [Anonymous](#) on Thu, 06 Feb 2003 05:23:00 GMT

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looks great

Subject: CTF Forts Released!

Posted by [Anonymous](#) on Thu, 06 Feb 2003 14:31:00 GMT

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Subject: CTF Forts Released!
Posted by [Anonymous](#) on Thu, 06 Feb 2003 15:24:00 GMT
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Uh... ZeroThePsycho isnt my name lol thats just my email...

Subject: CTF Forts Released!
Posted by [Anonymous](#) on Thu, 06 Feb 2003 16:49:00 GMT
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nice joby it looks like im dl now!

Subject: CTF Forts Released!
Posted by [Anonymous](#) on Thu, 06 Feb 2003 16:55:00 GMT
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Good job, looks a lot like that level from Quake 3.

Subject: CTF Forts Released!
Posted by [Anonymous](#) on Thu, 06 Feb 2003 17:06:00 GMT
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hey i will try to host a 12 player if thats okay if it works iv been having some problems.. but the map is way FUN

Subject: CTF Forts Released!
Posted by [Anonymous](#) on Thu, 06 Feb 2003 17:23:00 GMT
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hey im sorry but my server is still down.. it wont let e run mods yet i will keep tring though

Subject: CTF Forts Released!
Posted by [Anonymous](#) on Thu, 06 Feb 2003 17:40:00 GMT
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It's also up on <http://www.cnchq.com>

Subject: CTF Forts Released!

Posted by [Anonymous](#) on Thu, 06 Feb 2003 18:04:00 GMT

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Best map I've ever played...

Subject: CTF Forts Released!

Posted by [Anonymous](#) on Thu, 06 Feb 2003 18:17:00 GMT

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okay im running it now.. 12 player have fun.. if it does not work please let me know by sending instant message: metalthrasher24@msn.com
