
Subject: CtfFlagGold_GDI
Posted by [Gen_Blacky](#) on Tue, 11 Sep 2007 22:56:44 GMT
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when i make CtfFlagGold_GDI its only a dummy object and idk y
Its not presets cause i made a new mod package and when I make object it was a dummy object
to.
didn't ever do this before

Subject: Re: CtfFlagGold_GDI
Posted by [BlueThen](#) on Tue, 11 Sep 2007 22:57:58 GMT
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Subject: Re: CtfFlagGold_GDI
Posted by [Ethenal](#) on Tue, 11 Sep 2007 23:06:16 GMT
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BlueThen wrote on Tue, 11 September 2007 17:57?

^^^

Use some better grammar, that's difficult to understand...

Subject: Re: CtfFlagGold_GDI
Posted by [Gen_Blacky](#) on Tue, 11 Sep 2007 23:13:43 GMT
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? CtfFlagGold_GDI turns into a dummy object when i press make
u know make button in le

Subject: Re: CtfFlagGold_GDI
Posted by [HORQWER](#) on Tue, 11 Sep 2007 23:46:13 GMT
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who cares if u have a grammer
look at me
me hi say u to
name my ferkhat it
name renegade horqwer is
love i soccer

have a grammer i
hate i it

Subject: Re: CtfFlagGold_GDI
Posted by [HORQWER](#) on Tue, 11 Sep 2007 23:46:59 GMT
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Subject: Re: CtfFlagGold_GDI
Posted by [Sn1per74*](#) on Wed, 12 Sep 2007 00:54:29 GMT
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Subject: Re: CtfFlagGold_GDI
Posted by [AoBfrost](#) on Wed, 12 Sep 2007 03:09:04 GMT
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please dont spam like this, it's annoying and ruins the point of the thread, we all helped you in your threads, so please dont come to ruin someone's thread when they need serious help.

Subject: Re: CtfFlagGold_GDI
Posted by [HORQWER](#) on Wed, 12 Sep 2007 10:24:15 GMT
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AoBfrost wrote on Wed, 12 September 2007 05:09 please dont spam like this, it's annoying and ruins the point of the thread, we all helped you in your threads, so please dont come to ruin someone's thread when they need serious help.

u guys were lauthing on me that i got infection and viruses of me comp
thanks for blackhand101 for his help becasue he fixed my comp

Subject: Re: CtfFlagGold_GDI
Posted by [HORQWER](#) on Wed, 12 Sep 2007 10:25:44 GMT

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guys use apb level editor it is better than renegadeo one
just change the registry on regedit to make the apblevel editor work for renegade

Subject: Re: CtfFlagGold_GDI
Posted by [AoBfrost](#) on Wed, 12 Sep 2007 13:09:00 GMT
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HORQWER wrote on Wed, 12 September 2007 06:24AoBfrost wrote on Wed, 12 September 2007 05:09please dont spam like this, it's annoying and ruins the point of the thread, we all helped you in your threads, so please dont come to ruin someone's thread when they need serious help. u guys were lauthing on me that i got infection and viruses of me comp thanks for blackhand101 for his help becasue he fixed my comp I'm sure we all were, I guess laughing to you is step by step guides of how to fix your own PC, we spent alot od time writing those things, then you ignored us and thought we were stupid, thats why we laughed in the end.

Subject: Re: CtfFlagGold_GDI
Posted by [SWNight](#) on Wed, 12 Sep 2007 15:25:13 GMT
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Gen_Blacky wrote on Wed, 12 September 2007 00:56when i make CtfFlagGold_GDI its only a dummy object and idk y
Its not presets cause i made a new mod package and when I make object it was a dummy object to.
didn't ever do this before

That's because LE can't find the model, it sometimes crashes and sometimes it makes a "dummy" object.

Subject: Re: CtfFlagGold_GDI
Posted by [HORQWER](#) on Wed, 12 Sep 2007 19:19:05 GMT
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SWNight wrote on Wed, 12 September 2007 10:25Gen_Blacky wrote on Wed, 12 September 2007 00:56when i make CtfFlagGold_GDI its only a dummy object and idk y
Its not presets cause i made a new mod package and when I make object it was a dummy object to.
didn't ever do this before

That's because LE can't find the model, it sometimes crashes and sometimes it makes a "dummy" object.

in apb level editor it never crashes

Subject: Re: CtfFlagGold_GDI
Posted by [SWNight](#) on Wed, 12 Sep 2007 19:40:40 GMT
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Thats un-related. Just go away HORQWER. As soon as you came in it went off-topic.

Subject: Re: CtfFlagGold_GDI
Posted by [HORQWER](#) on Wed, 12 Sep 2007 19:59:30 GMT
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SWNight wrote on Wed, 12 September 2007 14:40Thats un-related. Just go away HORQWER.
As soon as you came in it went off-topic.
here is the prove <http://files.filefront.com/LevelEdit+APB+Installer/;5157859;:/fileinfo.html>

Subject: Re: CtfFlagGold_GDI
Posted by [Sn1per74*](#) on Wed, 12 Sep 2007 20:04:20 GMT
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AoBfrost wrote on Tue, 11 September 2007 22:09please dont spam like this, it's annoying and ruins the point of the thread, we all helped you in your threads, so please dont come to ruin someone's thread when they need serious help.
I was callin' HORQWER a spammer. I didn't say that to spam.

Subject: Re: CtfFlagGold_GDI
Posted by [Gen_Blacky](#) on Wed, 12 Sep 2007 21:30:50 GMT
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yea tanks for spamming my thread

it has never made a dummy object before when i click make, just made the object ...

Subject: Re: CtfFlagGold_GDI
Posted by [AoBfrost](#) on Wed, 12 Sep 2007 22:42:09 GMT
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Sn1per74* wrote on Wed, 12 September 2007 16:04AoBfrost wrote on Tue, 11 September 2007 22:09please dont spam like this, it's annoying and ruins the point of the thread, we all helped you in your threads, so please dont come to ruin someone's thread when they need serious help.

I was callin' HORQWER a spammer. I didn't say that to spam.
No not you, I mean him, since he always spams, it's just the message time came out wrong and made it seem like i was talking to you.

Subject: Re: CtfFlagGold_GDI
Posted by [Gen_Blacky](#) on Wed, 12 Sep 2007 23:12:43 GMT
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.....

Subject: Re: CtfFlagGold_GDI
Posted by [SWNight](#) on Thu, 13 Sep 2007 05:17:20 GMT
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Gen_Blacky wrote on Wed, 12 September 2007 16:30yea tanks for spamming my thread

it has never made a dummy object before when i click make, just made the object ...

It always makes a dummy object for me..

Subject: Re: CtfFlagGold_GDI
Posted by [Whitedragon](#) on Thu, 13 Sep 2007 05:58:41 GMT
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Firstly, the model of CtfFlagGold is set to dsp_cncgdiflag.w3d which doesn't actually exist in the game, so you'll need to make or find a new model for it. SSGM uses o_flag.w3d for both flags.

Secondly, CtfFlagGold and CtfFlagRed have no CTF scripts on them by default. You'll need to setup some scripts for them to work properly.
