Subject: Server Side CTF Mod - Public release and download inside
Posted by vloktboky on Wed, 18 Feb 2004 22:14:21 GMT
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For everyone who's been waiting patiently for it, here is the link:

Current Version: 1.2
http://bcserv5.black-cell.net/users/pafiledb/pafiledb.php?action=download&id=21

Only the WS maps are compatible with it right now. However, fan maps can be put in the data to enable CTF to work on them. Map makers, if you wish to have your maps work for CTF, read the document titled "CTFdat_Template.txt". It will explain how to add your maps to the mod.

Most of the items inside the mod can be controlled. Be sure to read the readme file for instructions on how to do this. You can alter the messages sent to the server on the CTF events, the flag locations, and the general rules of the game.

If you have any questions/comments/suggestions, please post them here. Enjoy.

Subject: Re: Server Side CTF Mod - Public release and download inside
Posted by gibberish on Thu, 19 Feb 2004 00:26:27 GMT
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The link is broken (16:26 PST)

Edit:

Link working (17:12 PST)

Subject: Server Side CTF Mod - Public release and download inside
Posted by vloktboky on Thu, 19 Feb 2004 00:40:26 GMT
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Are you certain? The link works for me.

If you are having problems with the link above, you can try downloading it from here:
http://files.black-cell.net/?action=category&id=3

Subject: Server Side CTF Mod - Public release and download inside
Posted by Deafwasp on Thu, 19 Feb 2004 00:44:41 GMT
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nope, its fine.

Subject: Server Side CTF Mod - Public release and download inside
Posted by Alkaline on Thu, 19 Feb 2004 04:47:43 GMT
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OHHH yes!!
Been waiting for this one! woo!!!

Subject: Server Side CTF Mod - Public release and download inside
Posted by Majiin Vegeta on Thu, 19 Feb 2004 16:19:41 GMT
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ooo nice.. might try hosting a 10 player CTF map (CTF's should be small:))

Subject: Server Side CTF Mod - Public release and download inside
Posted by xptek_disabled on Fri, 20 Feb 2004 04:35:15 GMT
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Very nice

I am able to host it on a non-dedicated server (With a few bugs) and it works perfectly. Great fun
I'm hosting a 12 player server for awhile on it

Subject: Server Side CTF Mod - Public release and download inside
Posted by Alkaline on Fri, 20 Feb 2004 08:24:19 GMT
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Problems:

-Flag does not display properly, instead of the flag wee see a yellow security card.

-No automessage works, e.g. when nod flag is taken, when it is dropped.

-Vheicles are enabled? I played on Blackcell Ctf, they were off...

Subject: Server Side CTF Mod - Public release and download inside
Posted by xptek_disabled on Fri, 20 Feb 2004 13:35:49 GMT
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AlkalineProblems:

-Flag does not display properly, instead of the flag wee see a yellow security card.

-No automessage works, e.g. when nod flag is taken, when it is dropped.

-Vheicles are enabled? I played on Blackcell Ctf, they were off...

Actually.... For the 1st game The flag doesnt appear but after the next map it does. Automessage doesnt work but its still fun to play. Vehics dont work on the second map either.

Subject: Server Side CTF Mod - Public release and download inside
Posted by vloktboky on Fri, 20 Feb 2004 20:03:09 GMT
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It's not game overing the first map like it should. Make sure the file "objects.ddb" (it could be named "bjects.ddb") is in your Data folder of your FDS. If it doesn't game over the first game like it should, manually game over it.

Subject: Server Side CTF Mod - Public release and download inside
Posted by Alkaline on Sat, 21 Feb 2004 01:15:00 GMT
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Ok,
Also, are the maps city_flying or City non flying? Same question about glaceier. I'll check the objects file.

What about the auto messages?

Subject: Server Side CTF Mod - Public release and download inside
Posted by vloktboky on Sat, 21 Feb 2004 02:29:15 GMT
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AlkalineOk,
Also, are the maps city_flying or City non flying? Same question about glaceier. I'll check the objects file.

What about the auto messages?

Both, they use the same data. I'm not sure about C&C_Glacier.mix.

What do you mean about auto messages? If you mean the server reporting when a CTF event occures, such as the flag being stolen, then yes. As long as renrem is configured in the server.ini file, and is enabled, they will work.

Subject: Server Side CTF Mod - Public release and download inside

Posted by xptek_disabled on Sat, 21 Feb 2004 03:02:57 GMT
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One of my users requested CTF on C&C_Mars so im in the prcess of setting it up right now.. Ill post how to get it working tomorrow

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Subject: Server Side CTF Mod - Public release and download inside
Posted by sparhawk on Fri, 19 Mar 2004 22:39:33 GMT
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any updates?

Subject: Server Side CTF Mod - Public release and download inside
Posted by xptek_disabled on Fri, 19 Mar 2004 22:41:43 GMT
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Well,

I dont think it's possible now unless ACK proives us with the building ID numbers.

Subject: Server Side CTF Mod - Public release and download inside
Posted by gibberish on Fri, 19 Mar 2004 22:48:44 GMT
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CwazyapeWell,

I dont think it's possible now unless ACK proives us with the building ID numbers.

Several people including Vloktboky or JonWil, could make a change to scripts.dll so that it prints out the ID numbers, then you won't need to get them off ACK.

The problem is if the ID's exactly match those on another map.
Then scripts.dll won't be able to tell the maps apart.

Subject: Server Side CTF Mod - Public release and download inside
Posted by vloktboky on Fri, 19 Mar 2004 23:33:34 GMT
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Yes, there is an update since this was posted. Link has been updated in the first post.

Subject: Server Side CTF Mod - Public release and download inside
Posted by vloktboky on Sat, 20 Mar 2004 00:21:32 GMT
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CwazyapeWell,

I dont think it's possible now unless ACK proives us with the building ID numbers.

C&C_Mars uses modified presets. Fan maps that use modified presets won't function correctly with this mod.

Subject: Server Side CTF Mod - Public release and download inside
Posted by Aircraftkiller on Sat, 20 Mar 2004 01:05:05 GMT
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That and it wouldn't matter anyway. I don't have the source files for Mars or anything else before BasinTS, and I don't have their source Max files anymore for any of the levels.

Everything that was related to Renegade ended up being formatted over when I reformatted my hard drive. Everything for RA is intact, I just didn't need the Renegade stuff anymore and I really don't care that much about it.

Feel free to modify the work I've made to get going with CTF, if you can do it. Just don't try to redistribute it without telling me so I can package it together and upload it to Lion.

I'll share the credits with you for your CTF conversion if you can do it.

Subject: Server Side CTF Mod - Public release and download inside
Posted by vloktboky on Sat, 20 Mar 2004 01:22:00 GMT
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Thank you for giving me permission, but the mod would not require any map to be formatted in any way, nor would any of the source files be needed. The ID#s of the buildings can be retrieved through scripts.dll. The flag locations can be retrieved by looping a script to log the position of the player, meaning all you would have to do is stand where you want the flag to be and wait for the timer to log your position. This data just has to be added to CTF.dat, and the map is ready to go.

I would do Mars right now for those who want to host it, but like I said, because it uses modified presets (namely modified purchase settings), it will not function correctly.

Subject: Server Side CTF Mod - Public release and download inside
Posted by xptek_disabled on Sat, 20 Mar 2004 01:57:57 GMT
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Would the objects.ddb override the temps20.ddb so characters couldnt jump high. Or, would the temps20 override it, allowing vehicles?

Subject: Server Side CTF Mod - Public release and download inside
Posted by c0nFuZ0r on Sun, 21 Mar 2004 16:45:49 GMT
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Umm.. when I click the link to download the CTF mod I get this

Warning: mysql_connect(): Can't connect to MySQL server on 'localhost' (10061) in C:\InetPub\wwwroot\users\pafiledb\includes\mysql.php on line 63
paFileDB was unable to successfully connect to the MySQL database. Check your settings including the MySQL server, username, and password and try again.

Did you take the download down? Or is that prolblem with me?