Subject: New CTF server online
Posted by xptek_disabled on Sat, 03 Apr 2004 16:49:50 GMT
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After getting our server issues resolved, a11serv CTF server is online. We are running vlokt's CTF mod and next week we will be running some mission maps (m01, m08, m07 ,etc) that have been edited by myself to work seamlessly with CTF.

Just figured I'd let ya' know.

Subject: New CTF server online
Posted by Alkaline on Sun, 04 Apr 2004 03:40:17 GMT
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hey, how are you guys running the mission maps? I saw this one server doing it as well.

Is it some sort of scripts.dll mod?

Subject: New CTF server online
Posted by xptek_disabled on Sun, 04 Apr 2004 04:33:47 GMT
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All you need to do is download the SPL files from the WW FTP, add spawn points, remove vehicles, etc. and then save over the existing files, this will generate a .lsd and a .ldd file, open up the mix in XCC mixer, delete the current .lsd and .ldd files, and replace them with yours.

Subject: New CTF server online
Posted by Alkaline on Sun, 04 Apr 2004 05:36:14 GMT
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wow... that is... confusin.
How about this, you make the map upload it and then we can download them!

Also will players have to download the map too or is it like a serverside mod? Because thats how the guy was doing it with the 127 player server.

Subject: New CTF server online
Posted by xptek_disabled on Sun, 04 Apr 2004 05:44:18 GMT
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I was the guy with the 127 player, It is server side only, I plan on making it into a full download

package soon.

Subject: New CTF server online
Posted by Alkaline on Sun, 04 Apr 2004 09:01:17 GMT
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HAha, that was cool, put yoru server back online with the new mixes, err old mixes .

Hey it says it to get Renguard and it is passworded, but no one can download rengaurd yet?