

---

Subject: Re: Ok need help,, only cus i love you guy's here at Renforum's  
Posted by [zunnie](#) on Wed, 29 Nov 2006 07:12:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

(Readme2.txt from 2.9.2 scripts.dll -- <http://www.sourceforge.net/projects/rentools/> )

TDA\_CTF\_Zone

Team\_ID=0:int This is what team the Script Zone works for (0=Nod, 1=GDI)

Max\_Capture=5:int This is the number of captures that will end the game

Flag\_Preset\_Name:string Flag Preset Name

Building\_To\_Destroy1=0:int 1st Building to Destroy on Max Captures

Building\_To\_Destroy2=0:int 2nd Building to Destroy on Max Captures

Building\_To\_Destroy3=0:int 3th Building to Destroy on Max Captures

Building\_To\_Destroy4=0:int 4th Building to Destroy on Max Captures

Building\_To\_Destroy5=0:int 5th Building to Destroy on Max Captures

Play\_Capture\_Sounds=1:int This setting will enable the CTF Event sounds (0=disable, 1=enable)

Script Name: "RA\_CTF\_Zone"

Description:

A copy of Dante's TDA\_CTF\_Zone, that replaces the ID requirement with new code that can find building controllers on it own. It also disables the capture sounds code, which isn't currently being used for Renegade Alert.

(Readme4.txt from 2.9.2 scripts)

Script Parameters:

-Team\_ID: This is what team the Script Zone works for. (0=Soviet, 1=Allied). Default is 0.

-Max\_Capture: This is the number of captures that will end the game. Default is 5.

-Flag\_Preset\_Name: This is the flag preset name.

Notes:

This script is used the same way TDA\_CTF\_Zone was used.

These two scripts can be used to setup ctf on maps, never used them before so you just have to figure out how to use them properly in leveledit..

This also requires/uses TDA\_CTF\_Attached if im not mistaken.

---