Subject: Help with Crazy CTF Mod
Posted by **piotrkol1** on Sun, 16 Apr 2006 22:47:13 GMT
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I am using the black cell.net server side ctf stuff. Previosly I had a regular crazy aow server with the objects.aow file and it worked fine. I took the object.ddb file that came with the ctf files and made it crazy and stuff. But it doesnt work at all! PLZ HELP!!!!!

Subject: Re: Help with Crazy CTF Mod
Posted by **reborn** on Mon, 17 Apr 2006 00:10:03 GMT
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Rename objects.ddb to bjects.ddb.

Subject: Re: Help with Crazy CTF Mod
Posted by **piotrkol1** on Mon, 17 Apr 2006 01:04:50 GMT
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didnt work................and once its in the data folder its supposed to be objects.aow

Subject: Re: Help with Crazy CTF Mod
Posted by **reborn** on Mon, 17 Apr 2006 20:33:43 GMT
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No it isn't, not for the released version of black-cell's CTF mode.
It is supposed to be .aow for SSAOW unless defined to another file extension in a .ini file.

Subject: Re: Help with Crazy CTF Mod
Posted by **piotrkol1** on Tue, 18 Apr 2006 01:10:19 GMT
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!@#$........well there goes my idea of a crazy ctf server......so i guess im gonna make a co-op now, how do I make co-op maps? just delete all the nod spawners on the map?

Subject: Re: Help with Crazy CTF Mod
Posted by **reborn** on Tue, 18 Apr 2006 01:52:36 GMT
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Dude just take the objects file from the released ctf mode from black-cell, rename it objects.ddb and put it in your presets folder, make your "crazy" changes, then rename it to bjects.ddb and

plonk it in your FDS data folder.

For co-op maps you need to use the .lvl files from westwoods ftp and dlete all the spawners and stuff, or just go to terrain and "make" the maps from the levels directory, that way there are no spawners, dave arrows and things like that..

Subject: Re: Help with Crazy CTF Mod
Posted by ghost on Tue, 18 Apr 2006 03:58:08 GMT
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whats westwoods ftp???

Subject: Re: Help with Crazy CTF Mod
Posted by havoc9826 on Tue, 18 Apr 2006 04:18:41 GMT
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ftp://ftp.westwood.com/pub/renegade/

Subject: Re: Help with Crazy CTF Mod
Posted by piotrkol1 on Tue, 18 Apr 2006 04:28:47 GMT
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Yeah i did use the bojects.dbb that i got but still didnt work........so i just delete all the spawn points for a certain team and my server or whatever will let every one be on the same team? Why does it have to be bjects.dbb? So it wont matter if its called .dbb and now .aow?

Subject: Re: Help with Crazy CTF Mod
Posted by reborn on Tue, 18 Apr 2006 21:03:49 GMT
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No it does matter, if it's the objects file from ssaow it needs to be called .aow, but your making a ctf mod, and that file extension is .ddb, but needs to be called bjects.ddb, you are using the scripts.ddl and bhs.dll from the ssctf source right?

If you are making co-op maps i would rather just open level edit and browse to terrain/levels-single player then select what single player level you want and click on make, then you dont have all the spawners and crap. When you are saving the map just call it m06.lvl or whatever, then replace the .lsd and .ldd that you just made with ones inside the original .mix using xcc mixer.

Subject: Re: Help with Crazy CTF Mod
Posted by piotrkol1 on Wed, 19 Apr 2006 01:33:07 GMT
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Great thanks a lot it works now! Just one problem with my server and im not sure if this happens just to me or every one else in the game. When I join the first game when the server starts the game always shutdown and goes to the next map. On the 2nd map I am not able to see any purchase terminals and none of the biuldings have any healths bars or anything. 3rd map works fine but I guess its kinda annoying for me at the start. This has happened to me before but i forgot how I fixed it.

Subject: Re: Help with Crazy CTF Mod
Posted by reborn on Wed, 19 Apr 2006 01:37:30 GMT
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When you have a objects file on your server this happens. The first player needs to leave and come back again. WhiteDragon solved this problem for AOW server with SSAOW, but alas for CTF it still ermains an issue. Glad you got it working