Subject: Ok need help,, only cus i love you guy's here at Renforum's
Posted by Theboom69 on Wed, 29 Nov 2006 06:52:52 GMT

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Ok i want to make M0 map's CTF NO NOTHING LIKE PSUfan's

I need to know how to set it all up i know how to edit map's that is not a problem.

Like how to get SSCTF to put them ped and stuff on the map or How to set up the ped's to spwan a flag.

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

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(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.

Subject: Re: Ok need help,, only cus i love you guy's here at Renforum's
Posted by Zion on Wed, 29 Nov 2006 08:20:36 GMT
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You don't need scripts, just get the exact position you want for each pedestal (add spawners and
pt's and crap (added in the map manually)) then add the ped positions in ctf.dat manually (it's
pretty simple to figure out if you know your way around ini files).

Subject: Re: Ok need help,, only cus i love you guy's here at Renforum's
Posted by Theboom69 on Wed, 29 Nov 2006 09:02:55 GMT
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You tryed that with me befor mero it did not work.

And i can not under stand what he said.

Im stupid at scripting and stuff i know hwo to mod but other stuff is werid to me.

In very very very very much detail can u tell me how to set every thing up maybe in a vid.

Subject: Re: Ok need help,, only cus i love you guy's here at Renforum's
Posted by Zion on Thu, 30 Nov 2006 12:42:22 GMT
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It does work, and it's the only way unless you want to go to extream lengths (scripting as he said).
Open ctf.dat in notepad and add the maps and positions.

If you didn't block me maybe i could assist you?

Subject: Re: Ok need help,, only cus i love you guy's here at Renforum's
Posted by Theboom69 on Thu, 30 Nov 2006 22:48:50 GMT
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K i got the CTF to work flag show's up and everything.

But!!! after you get the cap's u need like say its 4 cap's u cap it 4 time's and the game does not

---

end????

Subject: Re: Ok need help,, only cus i love you guy's here at Renforum's
Posted by Zion on Fri, 01 Dec 2006 15:38:12 GMT
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If i understand you correctly, i posted the answer to the issue in another topic created by you about the same thing.

If i did not, get the latest SSCTF ported to 2.9.2 and try that.