

How to use the VC editor- Tutorial - part 3

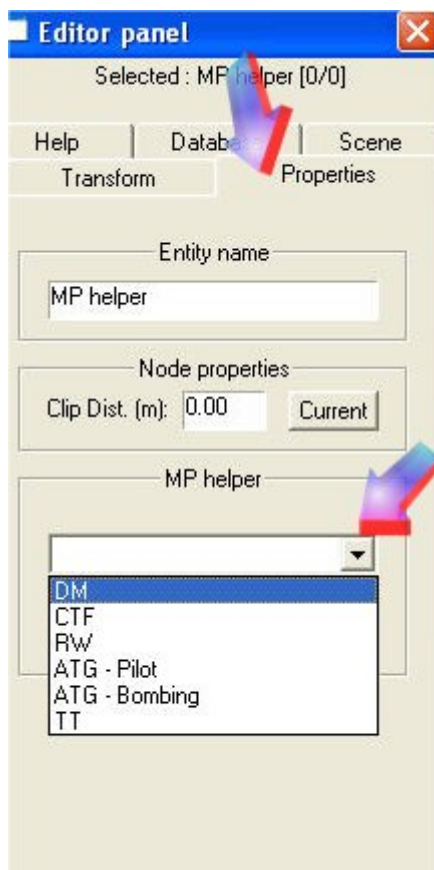
Mp helpers and recovery points

1. There are many ways to use MP helpers, we will start with a RW helper (Real war). To do this we double

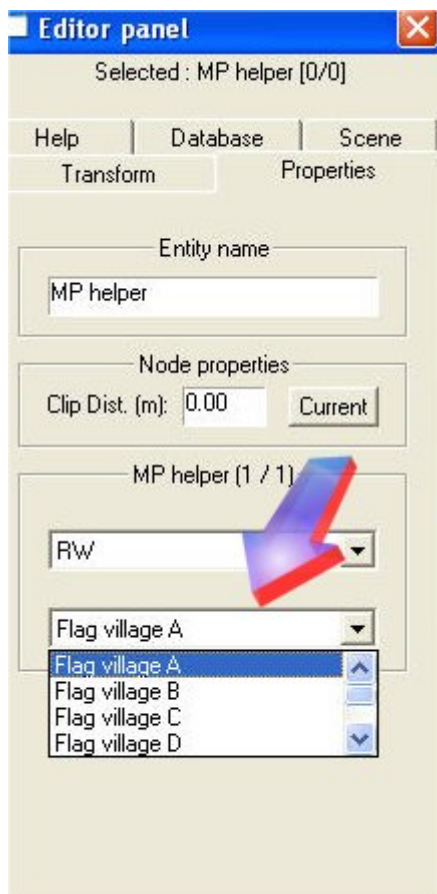
click on Mp helper in your editor panel.



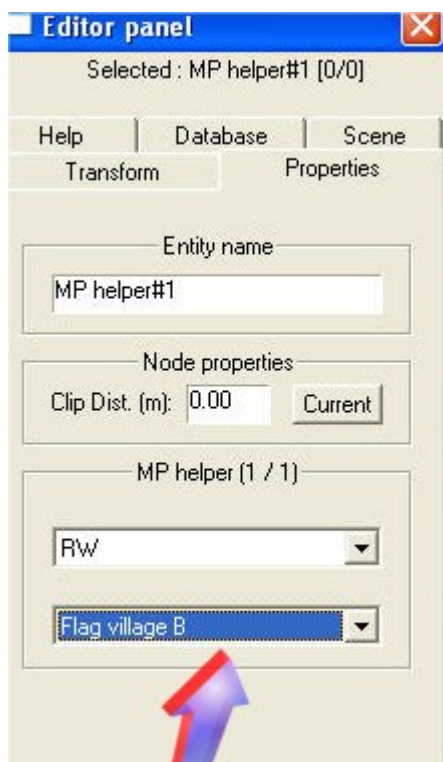
2. Now click on properties and select the game type of the mp helper(watch the arrows).



3. Ok we selected RW (Real war) and village A for the first real war flag, but CTF for capture the flag works the same way.



4. If that's done we make a new Mp helper, RW and village B for the 2nd flag.



Recovery points:

5. Now we have to put in some RW recovery points, so we Double click on recovery points



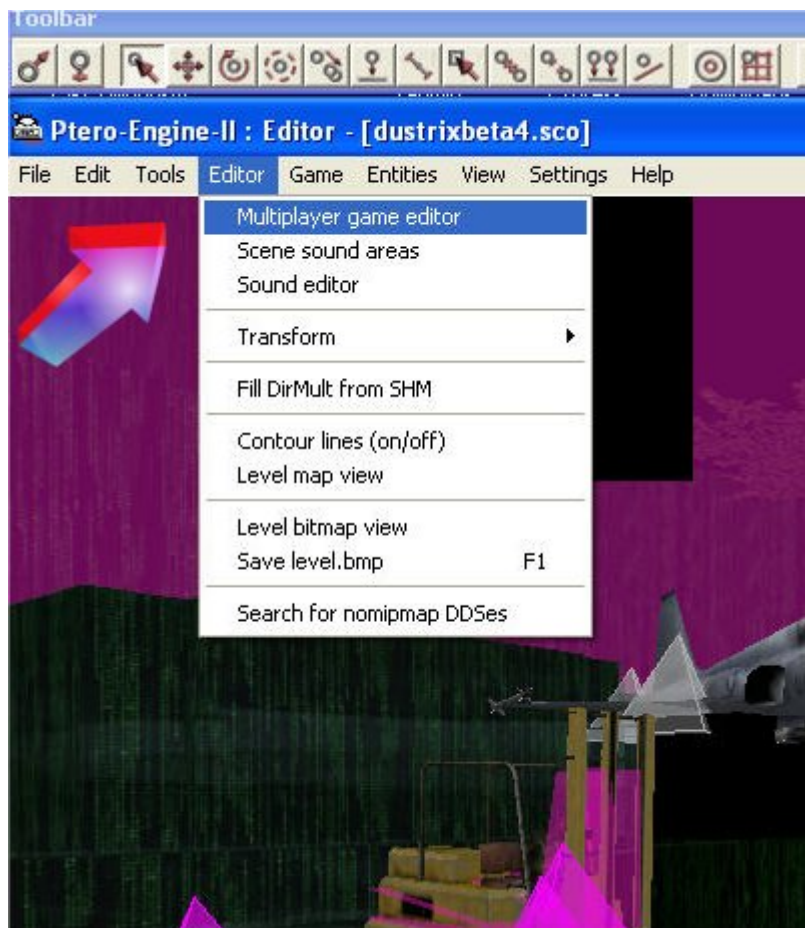
6. Click on properties and select the game type and side (US or VC) for your recovery point, we select US RW.

We advise to put in several recovery points for each game type you make



Multiplayer game editor:

7. To finish your game type go to Editor/ Multiplayer game editor.



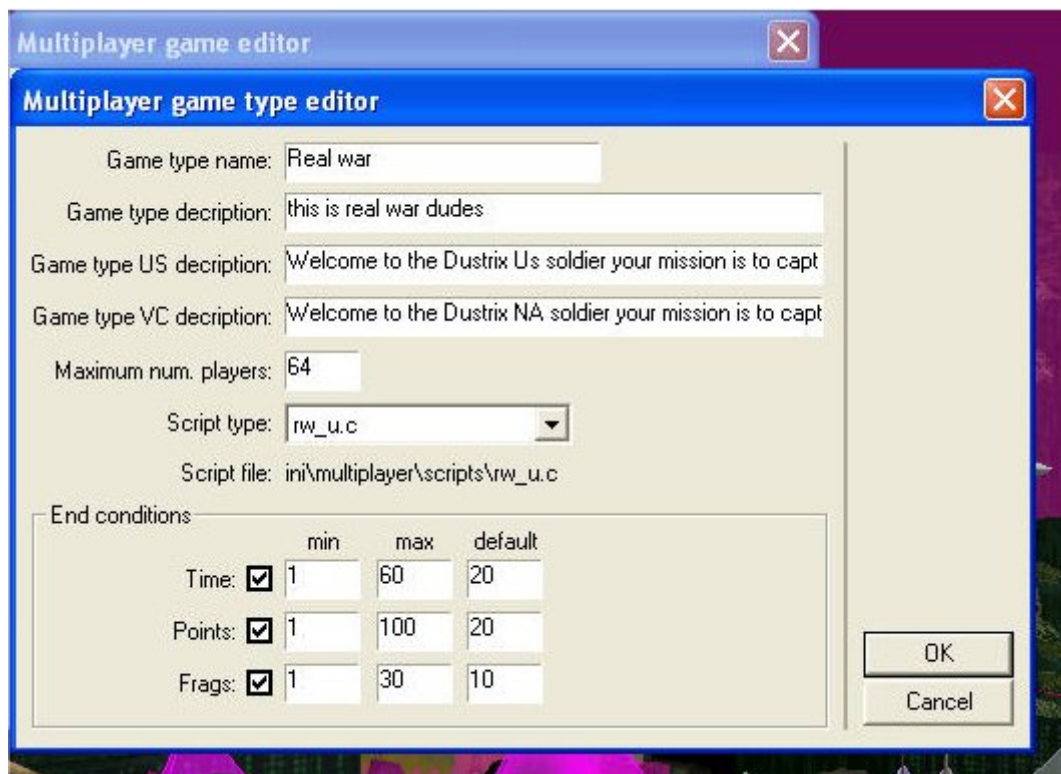
8. Now put in the name of your map and click on NEW



9. In game type name you have to add the game type (Real war, Capture the flag, dead match)

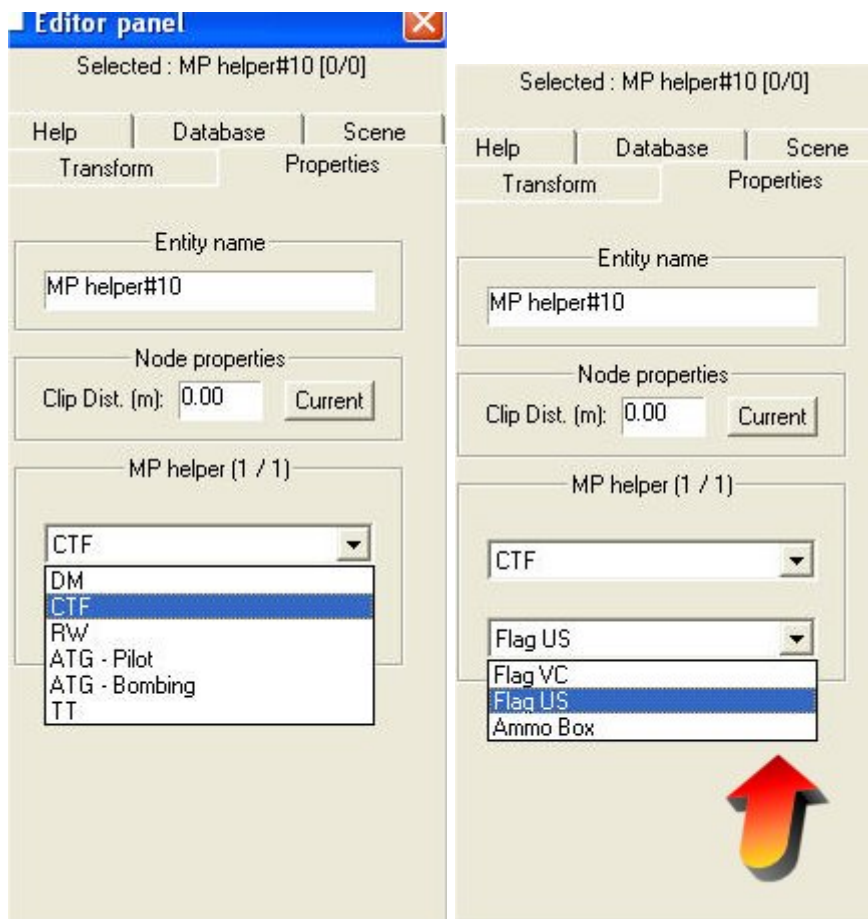
Now add a game type decription, some text for the us side and vc side, Nr of players, and the script type

(rw_u.c for real war) and as last the end conditions.

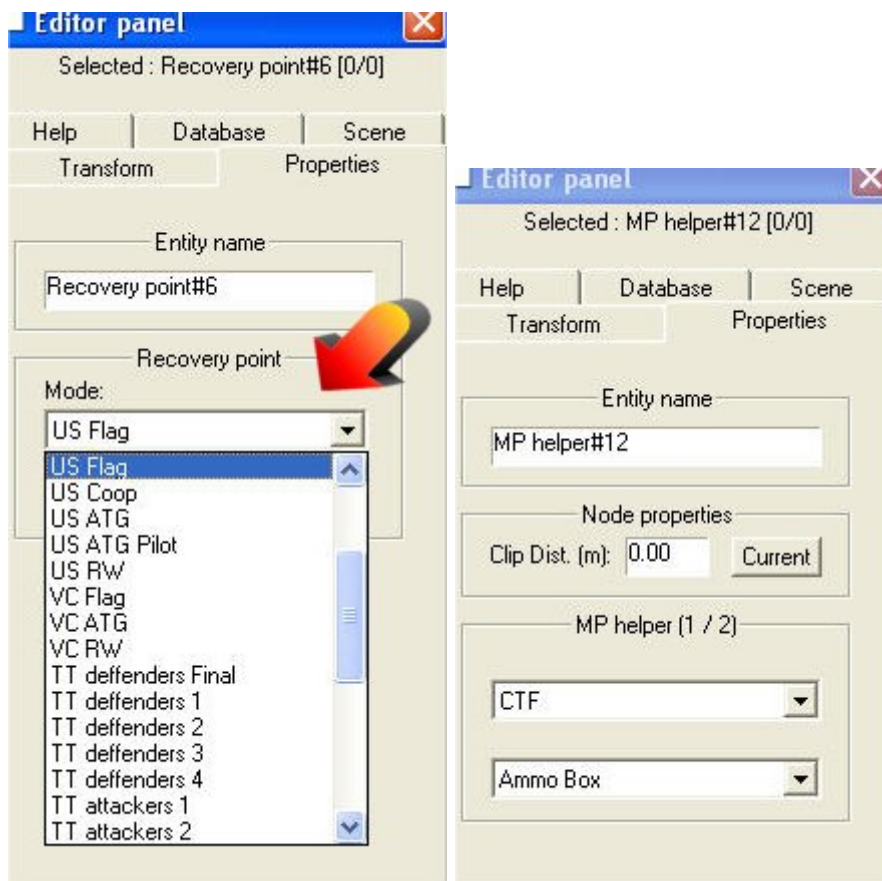


10. ok real war is done, now we add a **CTF** mode, So we start with a new Mp helper and set the

properties on **CTF** and flag us for the US side and we make a 2nd for the VC side .



11. Make recovery points for CTF and some ammo boxes.



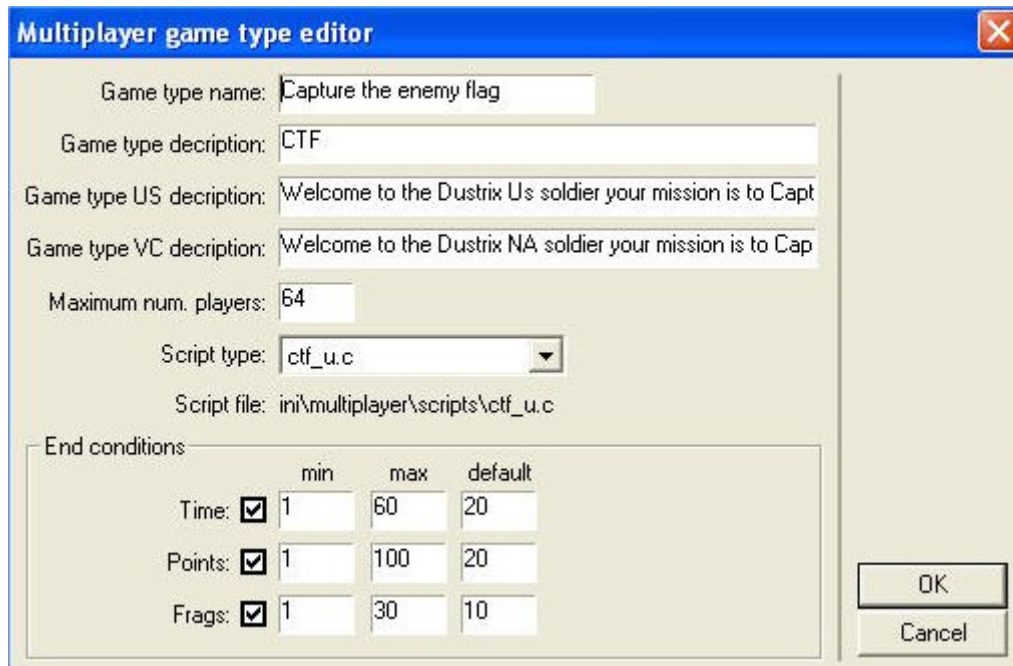
12. Go to Editor/ Multiplayer game editor (see part 7.) and click on new (see arrow).



13. Add the game type name (Capture the flag) (see part 9.).

Now add a game type decription, some text for the us side and vc side, Nr of players, and the script

type (ctf_u.c for capture the flag) and as last the end conditions.



Multiplayer game type editor

Game type name: Capture the enemy flag

Game type decription: CTF

Game type US decription: Welcome to the Dustrix Us soldier your mission is to Capt

Game type VC decription: Welcome to the Dustrix NA soldier your mission is to Cap

Maximum num. players: 64

Script type: ctf_u.c

Script file: ini\multiplayer\scripts\ctf_u.c

End conditions

	min	max	default
Time: <input checked="" type="checkbox"/>	1	60	20
Points: <input checked="" type="checkbox"/>	1	100	20
Frag: <input checked="" type="checkbox"/>	1	30	10

OK
Cancel

More tuts soon. ;)