



CTF Mapping Guide

This is a guide to making Capture the Flag maps for Dystopia, working under version 1.2. See [Gameplay Styles#CTF](#) for more information on Capture the Flag.

Capture The Flag: In The Beginning

In the beginning, there was only one: Ctf_skyforts_b2_d. It was found deep within the hidden halls of Zeroflame's . The template for CTF maps outlined here comes from a decompile of the map, and if anyone knows who made this map, please enlighten us and give due credit to the only person who actually knew how to use dys_item. Hopefully soon, there will be a whole host of CTF maps comparable in number to that of the [Gameplay Styles#Phistball](#) maps.

How-To: What You Need

There are a few basic things which must be had for a CTF map:

- Flag
- Capture point

Easy, right? Well, unless you're new to Dystopia, you should know that NOTHING is that easy. Nothing. But I digress. There are actually only a few things which you need to make a CTF map, outside of designing the level itself, which I assume you already know how to do at least to the point which you can make a room and some spawns. What you ACTUALLY need is:

1. dys_item. This acts as the flag. This IS capture the flag, after all. Two of them, specifically, so that each team has a flag.
2. trigger_item. trigger_item is a special trigger put into Dystopia for catching players carrying dys_item, and will take the place of the capture point. You'll need two of these, one for each team.
3. filter_activator_team. This does exactly what it's name implies; it filters our inputs based on which team activates the trigger. You'll need two of these as well.
4. env_entity_maker. This spawns entities, as best as I can tell. It is coupled with the next item on the list to produce a trigger-action set.
5. point_template. point_template is exactly that, a point-based entity which takes a template from a selected item (or one of 16 possible items, to be precise)
6. logic_auto. Good old logic_auto, incalculably valuable for an equally incalculable number of things.

So, you may be saying to yourself, "he's gone mad, that's not simple at all!" Well, you're half right, being that I'm half mad, and it's half not simple. However, I aim to make it as simple as possible for you, so just keep reading, you can do it!

How-To: Get To It, Already!

First, build yourself a nice little room, or take a map you already built, or something. Now place a couple of block which will act as triggers. If you don't know how to turn blocks into entities, you should probably start with a simpler map. Set those to trigger_item. We'll configure them later.

Next, in the middle of each of those, add a dys_item. Give one of them the name 'punkflag' and the other of them the name 'corpflag', or whatever names you would use. Go down to the world model, and pick a model you think would work. There are no proper flags, so I used stop signs. Yep, stop signs. Why? Because they look kind of flag-like, in that they're a sign/banner/flag on a long pole. We'll leave the rest of the setup of the flags to later, for when we actually have everything placed. Lastly, set respawn delay to 60 seconds.

Then place next to each trigger a filter_activator_team. Name the one next to the dys_item 'punkflag', or whatever you named it, 'filterthrupunk', because it allows punks to pass the filter, and set the filter team number to punks. Likewise, set the one next to the corp's flag to 'filterthrucorps', and the team number to corps.

Next to the filters, add a point_template. Give the punk's one the name 'punkflagtemplate', and set template 1 to the punk's flag; give the corp's one the name 'corpflagtemplate', and set template 1 to the corp's flag. And next to those, add an env_entity_maker. Set the name of the punk's one to 'punkflagmaker', and the point_template to spawn to 'punkflagtemplate'; set the name of the corp's one to 'corpflagmaker', and the point_template to spawn to 'corpflagtemplate'. Aaannddd next to those, add a logic_auto, with an output of OnMapSpawn to the respective env_entity_maker, with via the input ForceSpawn, and a delay of 5 seconds.

Now go back to the flags themselves, and set the punk's flag filter to 'filterthrucorps', and the corp's flag to 'filterthrupunks'. That way you can pick up the enemy's flag, but not your own.

After that, all you have left to do are the trigger_item outputs. Copy the one from the logic_auto to the trigger_item, except instead of OnMapSpawn, set it to OnItem.

That's it, you're done! Sort of. You still have to add a way of keeping track of the score (if you're stuck, decompile one of the phistball maps (HINT: they start with pb_ instead of dys_) and check out how they do it), and while easy, that's part of the fun. And if you REALLY get stuck, decompile either ctf_figure8 or ctf_face2face. As the designer of the CTF system on both of those maps, I give you permission.

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Category: [Mapping](#)

navigation

- [Main Page](#)
- [Community portal](#)
- [Current events](#)
- [Recent changes](#)
- [Random page](#)
- [Help](#)

search

toolbox

- [What links here](#)
- [Related changes](#)
- [Special pages](#)
- [Printable version](#)
- [Permanent link](#)