Adding Objectives :: [AL](mailto:alanstables@hotmail.com)   
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Okay you know how to build a map put in a light and a starting position what we need now are events , objectives and usable objects (maybe a sound effect or a door or maybe a ladder). In this section we shall be picking up the pace, so get yer thinking caps ready.

Right lets start by making a room make it 1024 x 512 x 512 (don't forget to set your grid to 32, use caulk). Right you built it…don't use any other texture yet apart from caulk (good work practice). Good, lets continue.

Half way into your room place a wall that reaches from floor to ceiling (make sure u have a doorway in the dividing wall 128 x 64). In each side place a light in the left hand side of your room place your info\_playerstart.

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| http://www.mohaaaa.co.uk/mohaa/tutorials/firstspobjective/image1.jpg |

Next make a door brush (32x64x128) place this in the doorway. With the door brush still selected press the n key (n = entity). Find the func\_door and double-click it.The brush is now a door. See its angle box click it the up direction, also tick the auto open tab. In the right hand room make another brush as wide as room and as high (32x448x448) and place it halfway into this room. Find the common->trigger texture and apply to this brush.

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| http://www.mohaaaa.co.uk/mohaa/tutorials/firstspobjective/image2.jpg |

Then while it is still selected press the n key select trigger\_multiple (double click). Give it a key setthread give it a value objective1. (This will trigger our objective within the script as you will soon learn).

Right deselect and place a script\_origin near the trigger give it a key $targetname give it a value obj1 (This entity will give the direction for our in game compass for objective direction)

Ok now texture your wall surfaces using ctrl + shift + left mouse to select, and ctrl + shift + 3rdmouse to apply. Find an appropriate door texture and texture the door. You will see that the texture doesn't fit properly. Select the 2 faces of the door (ctrl + shift and left click) and press s. This brings up the surface properties. Use horizontal / vertical scale to alter the size of the texture until it fits the door (I use 0.5 / 0.5 on my doors - Surgeon). You can use Vertical / Horizontal shift to move the texture around the face of the brush.

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| http://www.mohaaaa.co.uk/mohaa/tutorials/firstspobjective/image3.jpg |

Once you've done all this you are nearly ready to compile but not just yet save this map as test\_xx.

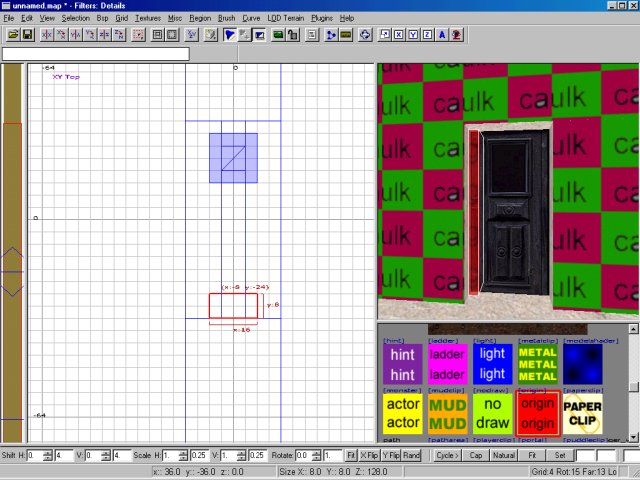
Now back to Notepad….. make a new script name it test\_xx.scr and add the following

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| // Dudes MAP // ARCHITECTURE: AL // SCRIPTING: AL exec global/ai.scr  exec global/loadout.scr maps/test\_xx.scr  main: level waittill prespawn  exec global/ambient.scr test\_xx  level waittill spawn $player item weapons/colt45.tik  fadein 2 0 0 0 1  wait 2  level.script = "maps/test\_xx.scr" thread objectives  thread music1  end objectives: waitthread global/objectives.scr::add\_objectives 1 2 "walk through the door and beyond." $obj1.origin  set\_objective\_pos $obj1  end music1: $player stufftext "tmstart sound/music/mus\_04f\_suspense.mp3" end  objective1: goto levelend  end levelend: waitthread global/objectives.scr::add\_objectives 1 3 "walk through the door and beyond." $obj1.origin waitthread global/objectives.scr::current\_objectives 0  exec global/missioncomplete.scr test\_xx 1  end |

Right here is an explination for the above code (I hope this helps explains what is what and how it is used)

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| exec global/ai.scr // enables the game ai exec global/loadout.scr maps/test\_xx.scr // enables the script level waittill prespawn // wait till loaded before spawning level exec global/ambient.scr test\_xx // enables ambient sound level waittill spawn $player item weapons/colt45.tik // gives you a gun fadein 2 0 0 0 1 // fades in the level wait 2 // wait level.script = "maps/test\_xx.scr" thread objectives // this adds your objectives defined below thread music1 // see below end /////////////////  objectives:  waitthread global/objectives.scr::add\_objectives 1 2 "walk through the door and beyond." $obj1.origin // you will find this in  // map set\_objective\_pos $obj1 // sets position for compass by  // targeting script\_origin in your .map end ///////////////// music1: // the following music will be played the files are in pk3 to open  // use winzip $player stufftext "tmstart sound/music/mus\_04f\_suspense.mp3" end  ////////////////// objective1: goto levelend // called by the key given to our triggermultiple in  //.map end ///////////////// levelend: waitthread global/objectives.scr::add\_objectives 1 3 "walk through the door and beyond." $obj1.origin  waitthread global/objectives.scr::current\_objectives 0 // clears  // objectives exec global/missioncomplete.scr test\_xx 1 // on completion load  // this map end |

Right if you come this far and everything on this has been completed it time to compile and run the game.But if your ready to learn more than carry on reading.

  
Remember our door, lets make it into a func\_rotatingdoor. Reselect it and delete it now make another door the same size and put in place. Now to make your hinge for the door , select the textutre->common->origin. Now make your brush and place it as shown below.

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Once in place select both the origin/hinge and the door/brush use Lshift and Lmouse.once selected press the n key and find func\_rotatingdoor double-click it , then tick the auto open box an give an angle of 90 (a rotating door should always point from hinge to handle) see below.

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| http://www.mohaaaa.co.uk/mohaa/tutorials/firstspobjective/image5.jpg |

Okay if you've tried the bsp or map provided with this tut you will find a window with a sky that seems to go on forever but if u looks at figb4 you'll find that is just a brush with a sky texture. simple but effective !

To make a sky window simply remove a wall and create another one with a window in it. Move into positon and apply your texture the one I have used is sky->mohday1.

So there you are for now. Have a mess about and get used making scripts and the editor because in part 3, the german\_ai will be introduced and I will be taking less time explaining the mapping,scripting and entities so I can cram more into these tuts. I hope you have all found this document to be helpful.

Need any help : Ask in the [Forum](http://www.mohaaaa.co.uk/mohaa/forum/index.php)