

Liberation Tutorial:

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Difficulty level: Novice-Intermediate.

The toughest part for a Liberation map should be the mapping part of it. The setting up and scripting is actually rather easy. And we can thank the game designers and game script writers for this convenience. I actually figured this out within 3 or 4 hours of researching how to put this map together. So the real credit goes to the original authors of these types of maps.

I have included the map that I tested my research with. It includes all the triggers, models, and script_origins needed for a liberation type map.

One thing that is certain about these types of maps is the shape of the jail. They must be non-concave shapes. This always confuses me, so just make sure your jails are either a perfect square or rectangle!!! NO ODD SHAPES.

SPAWNPOINT:

Let's start off by one of your jails, doesn't matter if it is allies or axis. For this example, I will start off at the allied jail. Within the confines of the allied jail in the 2D view of Radiant, right click, goto info>player>allied. This will add an allied spawn point. Now place that spawnpoint within the jail.

Now, while the spawn point is still selected, press the "N" key to open up the entity properties window. Add this to the properties of this spawnpoint:

Key- \$targetname
Value- alliesjail

Then either repeat the above steps, or you can just press space bar to make more than one spawn point for the allies in their jail. Just make sure that they have the same properties, or this won't work properly. Also, for the axis jail, do the same just change "alliesjail" to "axisjail". That simple!

Now, still at the allies' jail, add axis spawnpoint(this is where you start at the beginning of the game). Select this spawnpoint and get into the entity properties window again. Add these properties to the entity.

Key- \$targetname
Value- axisnonjail

They do not have to be right next to the allies' jail, but on the same side where the allies will be kept when they die. And just repeat these steps for the axis' jail, but just change axisnonjail to alliesnonjail.

JAIL CELL DOOR:

Your jail's need door to keep the prisoner's in, right? Right. Create any type of door you would like. With bars, without bars. You don't even have to worry if it has the right angle to open with. Just create your door with the origin at the hinge, that is if it is a rotating door. After you have your door give it the following keys and values.

Key- \$targetname

Value- alliesjaildoor → if you have more than one door, just give it what number it is (ie. Alliesjaildoor1,2,3....etc.)

Make sure you check the "targeted" and "toggled" boxes.

JAIL DOOR OPENING ANGLES:

For your door to open in the right direction you will need one thing...a script_origin that point the angle you want it to open. If you have a jail door that raises up(func_door) you do not need to worry about this.

Right click in 2D view, goto script>origin. This will add a script origin in the map. Drag this object in front of your door. Give it this key and value

Key- \$targetname

Value- alliesjail_origin1 → numbered from 1 through however many jail doors you have for that teams jail...same for the axis' jail

Now just give it the angle that you want your doors to open.. every door has to have this to work or your doors will not work properly. If you have 5 doors for one jail cell you will have to have 5 script_origins to work.

ALARM:

To get the alarm sound when you spring your teammates you only have to have one thing. Right click in the 2D view, goto script>origin. Place this object(s) where you

want the sound to come from. You can have more than one. Give it/them these key/values:

Key- \$targetname
Value- alliesjailalarm

And just the opposite for the axis' jail. You can also add a model of an alarm bell if you would like.

SWITCHES AND TRIGGERS:

First trigger you will need to add will be the one that teleports the dead to the correct pokey. goto your allied jail. Create a brush that fits within your entire jail cell, and it doesn't matter what texture it has.

Now, with this brush still selected, right click in the 2Dview goto trigger>multiple. This will change the brush to a trigger texture. Bring up the properties window for this trigger and add these key/values:

Key- \$targetname
Value- alliesjailbox

And just the opposite for the axis' jail

The next things to create are the switches to let your buddy's out of jail. Right click in the 2D view, goto script>model. it will create a funny looking box in the 2D view that says script_model. Now, bring up the properties window for this brush and give it these key/values:

Key- model
Value- animate/alarmswitch.tik
Key- \$targetname

Value- alliesjailswitch → the axis' jailswitch is the same just use the value of axisjailswitch.

Now we need to add a trigger for your switches to work with the jail doors.

For the allied jail, make a small brush around your jail switch. Like before it doesn't matter what texture is in it. once it is changed to a trigger this will change. Make the trigger just slightly bigger than your switch box. Right click in the 2D view and goto

trigger>use. Now it should have changed to the green translucent texture. Goto the properties of this brush and add the following keys/values:

Key- \$targetname

Value- alliesjailtrigger → change to axisjailtrigger for axis' jail

Almost done...

We need to add something that points the compass in the right direction during play.

At the allies' jail again, add a script_origin at the jailswitch. Do this by right clicking in the 2D view and going to script>origin. Situate it close to your switch. Now, bring up the properties of this object and add these keys/values:

Key- \$targetname

Value- AxisHQCompass → change to AlliedHQCompass for the axis' jail.

CINEMATICS:

For game ending movie for liberation mode, just use the pre-fab that I have included with this tutorial. No I didn't create this, I just copied how it was done from an original map.

Place this prefab where you would like to see your enemy shot and then it is done. The rest is just scripting.....

SCRIPTING:

There is a copy of the script for my test map with this tutorial. Also, reference the original scripts that came with breakthrough. They are located within pak1.pk3 of your maintt folder of mohaa. You can open the pk3 files with a winzip.

TESTING:

To test your map, make sure you have added a folder within your maintt directory called "maps" and within that folder a directory called "lib". And then add your script and your .bsp file within the lib folder. Should look something like this c:\program files\ea games\mohaa\maintt\maps\lib place files within this directory.....

I haven't figured out how to test your map with only one person in the map, so I will try and update this when I do. I have tested my map with 2 people in my map.

If you have any questions, comments, or see any errors in this tutorial, please feel free to email me at:

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And please remember this is my tutorial to write, so be easy on me.

Thanks.