**The allies have breached the perimiter script  
  
1. Create one or many trigger\_multiple's and place them whereever you want the perimeter to be. Then add this key/value to all the trigger\_multiple's (setthread/perimeterbreached).**

*You have to make the multiple-triggers triggerable by adding the key/value pair triggerable/1  
(PanDemic)*

**2. Add this script to your mymapname.scr file:   
  
perimeterbreached:   
//called by BSP   
local.player = parm.other   
if ( (local.player.dmteam != " allies ") || (level.perimeter\_breached == 1) )   
end   
  
iprintlnbold\_noloc "The Allies have breached the perimeter!"   
level.perimeter\_breached = 1   
end   
  
3. Ok, now see the word "allies" in the script. Change it to "axis" if you want the perimeter beached message to appear when an axis player crosses the perimeter. Also, don't forget to change the message to "The Axis have breached the perimeter!".**