

## **Objective Map**

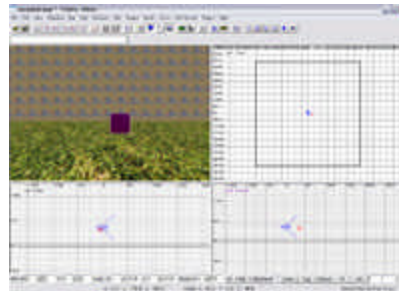
**What we are going to do:**

Okay, we will have the allied blow up an axis flak cannon!

**Get Going!**

Okay, make a room, mine is 1024x1024x512, I made a sunflare effect!

Now draw a little box about 8x8x8:



Now w/it still selected, right click in any 2D view and go to "script" "origin". Now hit "N" and put these values in:

`$destroyed_model / models/statweapons/flak88_d.tik`  
`model / statweapons/flak88turret.tik`  
`targetname / flak88_weapon1`

```
$destroyed_model models/statweapons/flak88_d.tik  
classname      script origin  
model          statweapons/flak88turret.tik  
origin         0.00 8.00 40.00  
targetname     flak88_weapon1  
testanim      idle
```

Good, Now a Gun will appear:



Put it in the middle of your map!

Draw another little box behind your gun that is about 8x8x8 again, and then right click in any 2D view and go to "trigger" "use" and then hit "N" and put this value in:

`targetname / flak88_trigger1`

```
classname      trigger_use  
targetname     flak88_trigger1
```



