**Random placement of objectives each round**

You want your objective to be placed at different places each time your map starts? Add a little exploration to the gameplay? You know: like the Flak88 in "The Hunt"... OK, bad example because people seldom get there, and when they do: its rather obvious where the Flak88 is anyway, but you could make better use of it.

This tutorial is not really complete yet. I'll just point you around a bit for now.

**Source 1: "The Hunt objective map"**

This scripting is not very easy to read for a beginner. I suspect this script was created before MOH was complete, and because of this: they had to "invent the wheel" before it was done. But the basics of how to do it is in there.

You have this map in your standard MOH:AA installation.

**Source 1: "Stalnigrad 1943 objective map"**

This objective script is a bit easier to read, and the objective itself also uses brushes instead of models ( by making the brushes a **script\_object** ) for those of you who prefer that.

I could rip out the objective out of that map to make an example, uncompiled, map file for this tutorial.

Get this map in the [map download section](http://gronnevik.se/rjukan/index.php?n=Main.MapDownload).

- [Bjarne](http://gronnevik.se/rjukan/index.php?n=Profiles.Bjarne)