Objective : Stealing the Documents :: [Manstein](mailto:mayorfracture@web.de)  
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So, you want to have an objective in your SP-Map? No problem! Let me show you how to map and script an "Take away" objective for your SP-Mission:

1. First off: Start up your MOHRAD and build a map. I did an outdoor part and an indoor part (where the documents are located).

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

2. Place a static/furniture/bunkertable to rest the documents on. Place it somewhere in the indoor section.

3. Place a script\_origin where you want the documents to appear. Give it key / value as follows:

$targetname documents   
model models/items/documents1a.tik

Deselect everything and go on to the next step:

4. Create a trigger\_multiple that covers the same area as the script\_origin. Make it slightly bigger than the documents to ensure, the player can trigger it. Give it this key / value :

cnt 1   
setthread objective1

So much for the mapping part. Save your map as **test\_scriptdocu** and shut down the Editor.

Open up your Script-Editor (e.g. Notepad / I prefer Crimson Editor) and create a Scriptfile called **test\_scriptdocu.scr**.

Write the following blue lines just behind

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| level waittill spawn:  waitthread global/objectives.scr::add\_objectives 1 2 "Get the documents." $documents.origin //compass will point to the documents location waitthread global/objectives.scr::current\_objectives 1  end  ///////////////////////////  objective1: $documents remove // The documents will disappear after the player has reached them goto objective  end /////////////////////////// objective: waitthread global/objectives.scr::add\_objectives 1 3 "Get the documents." $documents.origin waitthread global/objectives.scr::current\_objectives 0  end // place a check behind the objective ingame |

That is all. Not difficult, wasn?t it? Ok, compile the map and play.

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