Steal objects objective in multiplayer:: Bjarne Grönnevik  
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There are a bunch of tutorials on stealing stuff as objectives... for single player maps. I will explain how to steal stuff in a multiplayer objective.

This tutorial requires a bit of scripting and setting parameters and configuring entities, so if you have no idea what those words mean, try to learn that first.

Oh yeah, you'll probably want to put the objective somewhere, so I recommend building a map, made up only of one small room ( To minimize compile times while you are learning ). All red words below are keywords that should not be changed, the rest you can change as much as you like.

Big thanx to jv\_map for telling me everything I needed to know to make this work. And not laughing at me ( Not to my face anyway ;-) ).

A multiplayer objective theft is made out of a number of parts:

1: [An object to steal](http://www.mohaaaa.co.uk/mohaa/tutorials/obj_steal.php" \l "1)  
2: [A trigger to steal that object](http://www.mohaaaa.co.uk/mohaa/tutorials/obj_steal.php" \l "2)  
3: [Some scripting in your .scr file](http://www.mohaaaa.co.uk/mohaa/tutorials/obj_steal.php" \l "3)

So lets start from the top.

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(1) Something to steal  
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Create an object to be stolen, for example some documents: with nothing selected, right click on the map grid and select animate ->item - > naxosplans4-pulse for some nice documents.  
Give it this key-value pair:

targetname documents // A name used by other entities to target this entity.

By now you should have a nice set of documents to hang on a wall ( if you prefer you'r documents on a table, try: animate ->item - > naxosplans1-pulse ).

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(2) A trigger so we can steal the valuable goods  
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Create a trigger\_use ( with nothing selected, right click on the map grid and select trigger->use ).Give it this key-value pair:

targetname documents\_trigger // A name used by other entities to target this entity.

Reposition the trigger so that it sits around your documents. Done.

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(3) Last but not least: some scripting  
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Here is the script for the objective map. The ojective related stuff in red. Explanations / comments in green:

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| --- |
| // Custom objective test map // ARCHITECTURE: Bjarne Grönnevik // SCRIPTING: Bjarne Grönnevik  **main:**  setcvar "g\_obj\_alliedtext1" "Steal the documents."  setcvar "g\_obj\_alliedtext2" "- Go get them" setcvar "g\_obj\_alliedtext3" "- U know U whant to" setcvar "g\_obj\_axistext1" "Prevent the allies" setcvar "g\_obj\_axistext2" "from stealing the" setcvar "g\_obj\_axistext3" "documents (Please?)." setcvar "g\_scoreboardpic" "none"  **level waittill prespawn**  exec global/DMprecache.scr level.script = maps/obj/<NAME\_OF\_YOUR\_MAP>.scr // Change <NAME\_OF\_YOUR\_MAP\_> to the name of you'r map file exec global/ambient.scr <NAME\_OF\_YOUR\_MAP>  **level waittill spawn**  // Set the parameters for round based match  level.dmrespawning = 0 // 1 or 0 (0=no respawn) level.dmroundlimit = 5 // round time limit in minutes level.clockside = axis // set to axis, allies, kills, or draw  // **level waittill roundstart** // Comment out this line using '//' before it to be able to set the bomb when alone on the map ( just for testing )  thread desk\_document\_check // Start the win check thread for allies level waittill axiswin // If the end of the match is reached, the Axis win  end // end of main  // Document checks  desk\_document\_check:  while(1)  { // As long as 1 equals 1 ( that would be forever ) $documents\_trigger waittill trigger // Dont execute past this line until someone triggers the object if (parm.other.dmteam == allies)  { // parm.other is the triggerer ( testing here to ensure only allies can complete the ojective ) $documents hide // Make the document graphix disappear  break // break out of the while loop  }  waitframe // protection against making this thread use too much CPU  } teamwin allies // Make allies win the match end // end allies victory test |

That's all you need to know to steal their socks.

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