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| **Objective Map** |
| **What we are going to do:** |
| Okay, we will have the allied blow up an axis flak cannon! |
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| **Get Going!** |
| Okay, make a room, mine is 1024x1024x512, I made a sunflare effect!  Now draw a little box about 8x8x8:  http://web.archive.org/web/20040805102656/http://users.1st.net/kimberly/Tutorial/obj/lilbox.jpg  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  http://web.archive.org/web/20040112041306im_/http:/users.1st.net/kimberly/tutorial/obj/t/1value.jpg  Good, Now a Gun will appear:  http://web.archive.org/web/20040112041306im_/http:/users.1st.net/kimberly/tutorial/obj/t/gun.jpg  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  http://web.archive.org/web/20040112041306im_/http:/users.1st.net/kimberly/tutorial/obj/t/2value.jpg  http://web.archive.org/web/20050128151122/http://users.1st.net/kimberly/tutorial/obj/bhind.jpg (((Place it behind you gun)))  Now deselect it and draw yet another lil box 8x8x8 and go to "script" "model", then hit "N" and put these values in:  $explosion\_fx / fx/fx\_flak88\_explosion.tik $explosion\_sound / explode\_aagun $trigger\_name / flak88\_trigger1 model / items//pulse\_explosive.tik target / flak88\_weapon1 targetname / flak88\_explosive1  Great, now a little like bomb will appear, place it around your "trigger\_use" we just made! So it looks like this:  http://web.archive.org/web/20040805105038/http://users.1st.net/kimberly/Tutorial/obj/placeinsside.jpg  You will notice a blue line connecting your bomb w/the gun:  http://web.archive.org/web/20040112041306im_/http:/users.1st.net/kimberly/tutorial/obj/t/line.jpg (((this is good, b/c it means they are connected)))  Great, now deselect everything! and make another 8x8x8 box above your gun. Then go to "script" "origin". Then hit "N" and put this value in:  targetname / flak88\_target1  Now place this box right above your gun!  http://web.archive.org/web/20040805092656/http://users.1st.net/kimberly/Tutorial/obj/above.jpg  Great deselect everything, now place a player start w/axis and allieds also!  Save it in the directory mohaa\main\maps\obj  Save it as "objtest"  Great!  **Note** If it does not work, it may be b/c the "trigger\_use" is messed up, you can [download my prefab](http://web.archive.org/web/20040112041306/http:/users.1st.net/kimberly/tutorial/downloads/prefabs/triggeruse.zip) for it and use it! But remember, the only way to test obj maps is w/2 ppl!  Now on to scripting it!  Open note pad and make this script:   |  | | --- | | main:  level waittill prespawn  exec global/DMprecache.scr  level.script = maps/obj/objtest.scr exec global/ambient.scr m4l1  exec global/door\_locked.scr::lock  setcvar "g\_obj\_alliedtext1" "Capture the gun" <---These are the lines they will see! Like what they are suposed to do! setcvar "g\_obj\_alliedtext2" "" setcvar "g\_obj\_alliedtext3" "" setcvar "g\_obj\_axistext1" "- Prevent Allies from" setcvar "g\_obj\_axistext2" "destroying the Flak88's" setcvar "g\_obj\_axistext3" "" setcvar "g\_scoreboardpic" "none"  level waittill spawn  level.bomb\_damage = 200 level.bomb\_explosion\_radius = 640 level.defusing\_team = "axis" level.planting\_team = "allies" level.targets\_to\_destroy = 1 level.dmrespawning = 1 // 1 or 0 level.dmroundlimit = 15 // round time limit in minutes level.clockside = axis // set to axis, allies, kills, or draw  level waittill roundstart  $flak88\_explosive1 thread global/obj\_dm.scr::bomb\_thinker  $flak88\_explosive1 thread axis\_win\_timer thread allies\_win\_bomb  end  //\*\*\* -------------------------------------------- //\*\*\* "Axis Victory" //\*\*\* --------------------------------------------  axis\_win\_timer:  level waittill axiswin  end  //\*\*\* -------------------------------------------- //\*\*\* "Allied Victory" //\*\*\* --------------------------------------------  allies\_win\_bomb:  while(level.targets\_destroyed < level.targets\_to\_destroy) waitframe  teamwin allies end |   http://web.archive.org/web/20040112041306im_/http:/users.1st.net/kimberly/tutorial/downloadable.jpg |
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