

How to make a Minefield?

in radiant, put a trigger->Multiple all just a little higher above the ground. Then give the trigger a targetname of minefield.

Then, make sure to add the following line to the scr

```
exec global/minefield.scr
```

thats it.. click..boom

(By: sputnik)

The reason they don't blow all at once is not *because they are separate entities*

It's because the mohaa minefield script, parses the minefield entities into an array, thus the trigger only activates in the minefield are your walking in.

So just add 1 minefield to your map then use Select->Clone EXACT to copy it to other areas.

*NOTE

Select->Clone and Select->Clone Exact are very similar, but the difference is that "Clone Exact" preserves the TARGETNAMES !!! and that's very important for the scripts.

Clone Exact also helps when doing multiple objectives, as most people just use "Clone" and all the targetnames get screwed up and they wonder why their copied objectives don't work.

(By: scorpio Midget)

Also firedeath.scr works like minefield.scr, but it's only useful on fires. (duh.)

(By: pip)