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Subject: Multiplayer Objective scripts

Posted by [drunkill](#) on Sat, 17 Jul 2004 03:38:11 GMT

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hmm thank to my idea

but yeah, i was thinking more like, using the poke script SK got to work, like press a button and the poke think goes off a door opens maybe, and stays open, and the objective it to open the door and kill osmthing or somthign like that.

or once the door is open the other team has to blow up a wall? so place c4 in a certain area, and it will explode, and the animation goes off and the wall get destroyed or something,.

just think about objectives in other games, like ET, where one team has to do like 4 objectives and the other has to stop those 4 being done, or counter act the 4, so one team builds a bridge, the other team has to destroy it... then the other team has to rebuild it, something.

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