
Subject: Multiplayer Objective scripts

Posted by [CnCsoldier08](#) on Sat, 17 Jul 2004 04:02:33 GMT

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Oh boy, I could use some of these..lets see...

Make it so that you need to kill two buildings before another can be damaged. *Example*: Two Generators must be destroyed before a Chronospere can be damaged.

A script that fires a Cinematic after a timer runs out, but if 2 structures are destroyed, the cinematic never starts. *Example*: Map consists of three 'outposts', with 2 buildings each. After 5 minutes, If both structures in the first outpost aren't destroyed, It fires a cinematic, But if they are killed, it never goes off.

A script that grants X number of points per building alive at the end of the game.

A script that when an Object is destroyed, creates X number of other objects that must be killed before X amount of time. *Example*: Once A Nuclear Missle is destroyed, it plays a destruction animation, leaving four parts of the missle leaking radiation, and if those are not destroyed in X minutes, the game ends.

I will think of some more
