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Subject: Re: Winning

Posted by [Jerad2142](#) on Mon, 04 Dec 2006 21:32:24 GMT

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Okay for the invisible object lets just say it has an id of 988957 (the invisible object is like a vehicle but its physics are set to decoration [on my maps it is a 3d model that can not be seen]). First place this object on your map. Second attach the script "JFW\_Reflect\_On\_Custom" to it. Finally on the script that is called "JFW\_Death\_Send\_Custom" (which is attached to the building nodes) set the ID param to 988957.

And thats all there is to the invisible object (there is only one on your map)!

As for objectives, in my Renhalo mod, I just have it set up so that when it receives a custom it plays a sound using "JFW\_2D\_Sound\_On\_Custom" (its something like that). I could help you with this better if you would explain what type of objective was being set off by doing something.

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