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Subject: Moving Objects In Level Edit

Posted by [Brandon](#) on Sun, 03 Jun 2007 00:05:57 GMT

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I'm going to be starting on co-ops and I wanted some help on moving objects like the spawners or teleport zones or switches when you destroy several objects (example: a bunch of Bot units) or when you move through a script zone (example: like moving through a tunnel, like a checkpoint). How would I go about accomplishing this? Also, if someone could go over how the objective script works I'd appreciate it because I want to have objectives up and once completed have the next one cycle (until mission complete).

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