
Subject: Multiplayer Objective scripts
Posted by [jonwil](#) on Sat, 17 Jul 2004 00:11:37 GMT
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Now that sounds work in multiplayer thanks to SKs amazing work, I can do some multiplayer objective type scripts.

So, give me ideas people.

Subject: Multiplayer Objective scripts
Posted by [YSLMuffins](#) on Sat, 17 Jul 2004 02:33:43 GMT
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Assault type scripts?

Subject: Multiplayer Objective scripts
Posted by [jonwil](#) on Sat, 17 Jul 2004 02:57:34 GMT
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yep, assault and whatever else. Generally script ideas for multiplayer maps with set objectives (whatever is wanted)

Subject: Multiplayer Objective scripts
Posted by [spreegem](#) on Sat, 17 Jul 2004 03:21:21 GMT
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co-op Single Player maps would be cool.

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.

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 Missile is destroyed, it plays a destruction animation, leaving four parts of the missile leaking radiation, and if those are not destroyed in X minutes, the game ends.

I will think of some more

Subject: Multiplayer Objective scripts

Posted by [Naamloos](#) on Sat, 17 Jul 2004 11:13:33 GMT

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I could really use that... But how would i use them anyway? (yea yea, im new to using scripts)

Subject: Multiplayer Objective scripts

Posted by [Renardin6](#) on Sat, 17 Jul 2004 11:57:58 GMT

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flying infantry script...

Subject: Multiplayer Objective scripts

Posted by [Nightma12](#) on Sat, 17 Jul 2004 12:19:18 GMT

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spreegemco-op Single Player maps would be cool.

that was my idea <_<
