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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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Subject: Re: Moving Objects In Level Edit

Posted by [Genesis2001](#) on Sun, 03 Jun 2007 03:08:05 GMT

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/me dials zunnies direct line.

I suggest getting help from zunnies again, since he knows a bunch about making Co-Op maps. You COULD ask Wilost0rm, but I highly doubt a) you can catch him; and b) he'll even help if you can catch him.

-MathK1LL

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Subject: Re: Moving Objects In Level Edit

Posted by [Brandon](#) on Sun, 03 Jun 2007 04:43:47 GMT

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Bah, Wilost0rm hardly is on and when he is he acts like the Level Edit guru and no one is better than him. Last time I asked him some questions he wasn't very helpful (like all the past times) and he and another guy were like messing around (queers), lol.

I'll ask zunnies for help but at this point I'm guessing I need someone good with C++ or does those .txt files like zunnies's.

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Subject: Re: Moving Objects In Level Edit

Posted by [IronWarrior](#) on Sun, 03 Jun 2007 06:10:44 GMT

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YuriVA777 wrote on Sat, 02 June 2007 23:43Bah, Wilost0rm hardly is on and when he is he acts like the Level Edit guru and no one is better than him. Last time I asked him some questions he wasn't very helpful (like all the past times) and he and another guy were like messing around (queers), lol.

I'll ask zunnies for help but at this point I'm guessing I need someone good with C++ or does those

.txt files like zunnie's.

Speak to Zunnie, the coop God.

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