
Subject: objectives/hud icon/radar blips
Posted by [Darknes2](#) on Wed, 01 Aug 2007 14:13:11 GMT
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ok im making a co-op M05 and i cant find a way to END the mission.... can someone help me how do i set up an objective. i want it to be acces a switch at the church. help please???

Subject: Re: objectives/hud icon/radar blips
Posted by [CdCyBoRg](#) on Wed, 01 Aug 2007 21:05:21 GMT
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Add a building controller for nod Anywhere on the map.

Add a switch at the church, When they press the switch have it destroy the nod building with a daves arrow.

Subject: Re: objectives/hud icon/radar blips
Posted by [SWNight](#) on Wed, 01 Aug 2007 21:06:05 GMT
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Don't you listen to what i say Darknes2?

Add this script to the switch:

JFW_Add_Objective (this script adds an objective, make sure it's called before the other objective scripts)

Objective_Num (This is an identifier for the objective, generally it would be a good idea to keep them in order, and start with 1000)

Objective_Type (Type of objective, takes three different numbers; 1=Primary Objective, 2=Secondary, 3=Hidden)

Title_ID (Title ID of the objective, this is a numeric value that links to a string in Stings.tdb, you can use 4607 for testing)

Unknown (this is an unknown value, could be another string ID)

Sound_Name (I think it's a sound, can't be sure. don't know if it's 2D or 3D or when it's played.)

Description_ID (Another String For the Objective, but this is the one that is used to display the objective to the player, like Objective Title ID, you can test with 4607, it's kind of like a description of the objective)

Trigger (see below for note about trigger and usage)

And READ the Scripts ReadMe! (Ctrl + F, Objective)

Subject: Re: objectives/hud icon/radar blips
Posted by [CdCyBoRg](#) on Wed, 01 Aug 2007 21:06:31 GMT
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Click Here For My Mini Tutorial On How To Do This.

Subject: Re: objectives/hud icon/radar blips
Posted by [SWNight](#) on Wed, 01 Aug 2007 21:08:33 GMT
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Or thats another way. xD

Subject: Re: objectives/hud icon/radar blips
Posted by [Darknes2](#) on Thu, 02 Aug 2007 14:44:37 GMT
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ok also im wanting to make it to where nod can reblock teleporter gates. in other words i want if gdi presses the switch top UNLOCK a gate "destroy a laser fence" i want nod to be able to press another switch and have the gate reappear i can do this much but how do i tell the switch for gdi to kill the laser fence nod REMAKES??? is that possible?

Subject: Re: objectives/hud icon/radar blips
Posted by [SWNight](#) on Thu, 02 Aug 2007 14:59:18 GMT
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Yes.. It is possible. I can't remember the script though.

Subject: Re: objectives/hud icon/radar blips
Posted by [Darknes2](#) on Thu, 02 Aug 2007 15:04:59 GMT
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how about \$5. will that refresh your memory because if that dont im shure theres a few jacksons dieing to meet you...
lol joking

Subject: Re: objectives/hud icon/radar blips
Posted by [SWNight](#) on Thu, 02 Aug 2007 16:14:57 GMT
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lol.

Subject: Re: objectives/hud icon/radar blips
Posted by [Genesis2001](#) on Thu, 02 Aug 2007 17:01:04 GMT
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Look at my tutorial at RenHelp for help with MP Objectives.

zunnie'Real Objectives' don't work in MP.

-MathK1LL

Subject: Re: objectives/hud icon/radar blips
Posted by [Darknes2](#) on Thu, 02 Aug 2007 18:57:50 GMT
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so inother words i cant put a "cute" lil star on the radar and have a HUD pog pointing to the switch?

Subject: Re: objectives/hud icon/radar blips
Posted by [Genesis2001](#) on Thu, 02 Aug 2007 20:48:39 GMT
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Yes/No.

For example, on M13, you can set the turret and Guard tower that people usually have you kill to win as their radar blip to be an objective star.

-MathK1LL

Subject: Re: objectives/hud icon/radar blips
Posted by [Darknes2](#) on Thu, 02 Aug 2007 21:29:22 GMT
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but i cant make any objective stars that werent on the map originally?

Subject: Re: objectives/hud icon/radar blips
Posted by [Genesis2001](#) on Fri, 03 Aug 2007 01:33:59 GMT
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Objectives in Single player do NOT work for Multiplayer...

-MathK1LL

Subject: Re: objectives/hud icon/radar blips
Posted by [Darknes2](#) on Fri, 03 Aug 2007 13:38:06 GMT
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ok i get it i cant make any objectives but wat i dont get is whether or not i can make any new RADAR STARS.

Subject: Re: objectives/hud icon/radar blips
Posted by [SWNight](#) on Fri, 03 Aug 2007 14:47:26 GMT
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You can make radar stars. In the unit settings it says something like "Radar Blip:" select "Objective"
