
Subject: Video Tutorial: Write Script + "Objective"
Posted by [zunnie](#) on Tue, 21 Sep 2010 21:57:31 GMT
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http://www.zunnie.net/renegade/coop/Video_Tutorials/zunnie_tut2_coop.wmv

On m01 there are 3 cargo trucks from Nod...
We want players to destroy them before they can proceed into the next area.. they are blocked by a blocker which we destroy when they complete the objective..

And we make a script to do a objective announcement message and sound.

Greetz zunnie

Subject: Re: Video Tutorial: Write Script + "Objective"
Posted by [TNaismith](#) on Wed, 22 Sep 2010 04:00:46 GMT
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Finished watching this one, and although I have 0% knowledge/experience with VisualStudio or writing scripts, I still found it useful because all the explanations you typed along the way was pretty easy to follow. Helps to understand how scripts really work in Renegade.

And the Level Edit part of the video later on was quite easy to understand for me, since I've worked with Level Edit for a year or so now. It was helpful to see how other people do their work in Level Edit.

The videos are a great idea. =] I did have to squint a little bit to see the video text -- sometimes the fact that the video showed your entire screen meant that you couldn't always read everything clearly -- since it was zoomed so far out. I was able to read it in the end though.

Subject: Re: Video Tutorial: Write Script + "Objective"
Posted by [zunnie](#) on Wed, 22 Sep 2010 04:15:45 GMT
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Yea that zooming, i didnt know that was gonna happenw hen i first made the video lol.. Stupid camtasia does it by default to all video's for some gay reason.

My next video's wont have that...
