
Subject: Re: All the Mission Scripts

Posted by [Genesis2001](#) on Fri, 29 Jun 2007 06:51:59 GMT

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Objectives are done using JFW Customs and Dave's arrows. I had to do this for my serverside mod for Overlord to turn it into a Co-Op mission...I have an objective in that map where you must clear all Nod presence to clear the first zone. So...I placed around 20-30 bot spawners on in my first zone area. (Total bots spawning totals 1385)

I have two Dave's arrows placed on my map and I noted the IDs of those arrows (Also noted the IDs of the bot spawners to make my life easier later on in the map)

I attached the script JFW_Death_Send_Custom to send a message (ex: 1000) to one of the dave's arrows. The arrow that received the message had the script JFW_Custom_Multiple_Send_Custom attached. I noted the each bot's MaxSpawn count and totaled it up. (Total is 1385)

When the arrow receives all 1385 messages, it'll send a message to another arrow which will destroy the blockers that I have stopping people from moving onto my second zone.

-MathK1LL

P.S.

This may sound confusing...I will be making a tutorial for RenHelp tomorrow when I get up and am awake enough to have the patience. (Right now I'm too tired to even care about my spelling/grammar mistakes...Those that know me well enough should know how tired I am by that statement)
