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Subject: Re: Help with coop maps :/  
Posted by [crysis992](#) on Sat, 12 Sep 2009 15:38:59 GMT  
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thank you this help me much...

now i have much more questions:

1.How to make a laser wall that open when you got a keycard and insert it in a switch?

2. How i make fds messages? for example: Objective 1: Kill the Nod turret.  
or: Nod turret killed, objective complete.

3.

I followed this tutorial:

<http://www.renegadehelp.net/index.php?act=tutorial&id=6374>

and it worked, but i got a question, is it possible to use

1 Arrow with 1 script (JFW\_Enable\_Spawner\_On\_Custom) to enable more than 1 ID ??

4.How can i play a sound file if a objective is complete??

5.

How can i change the spawn points if a objectiv is complete?

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