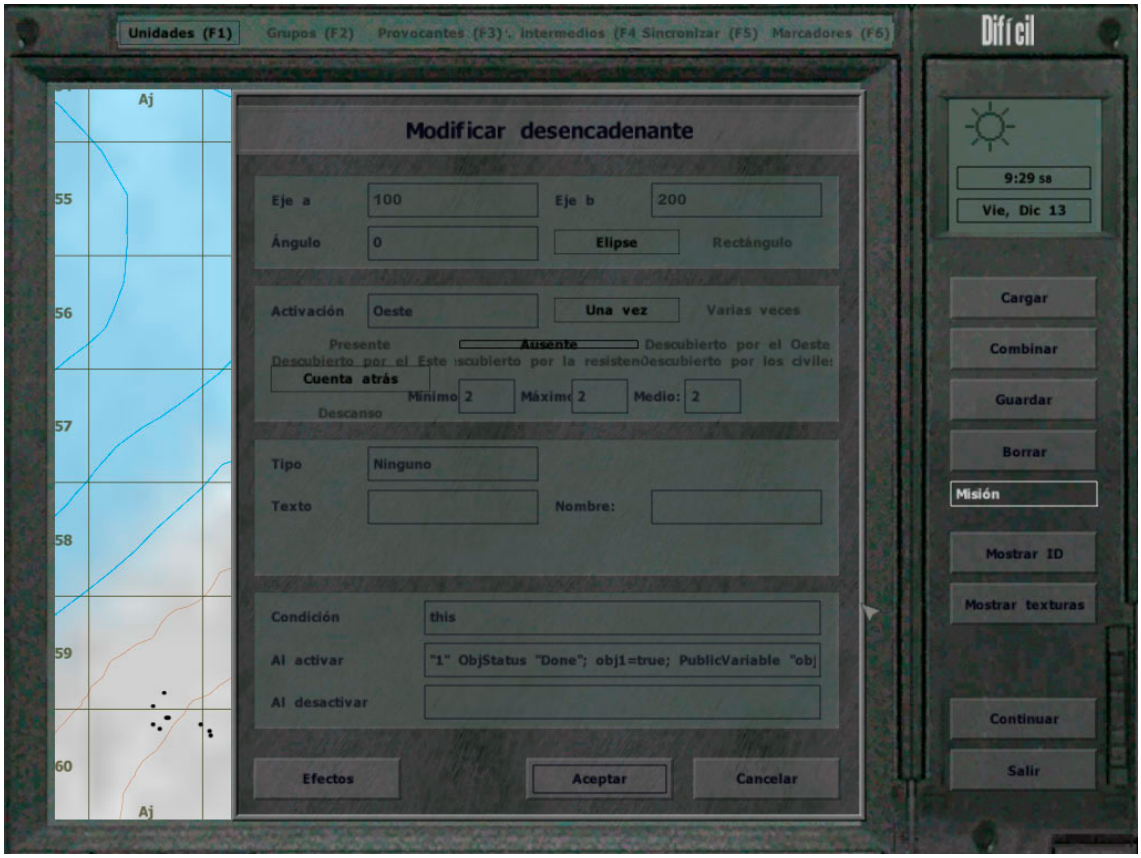
OBJETIVES
When you complete the objetives will be mark in green in the briefing.

In the Mission Editor add a trigger in order to complete.
Example: If I want to release an area of soldiers NATO soldiers, select the WEST side absent. Delimit the zone in Axis a and Axis b

In condition we write: this
In activation: "1" ObjStatus "Done"; obj1=true; PublicVariable "obj1"

Press accept.
This will be the trigger for Objective 1



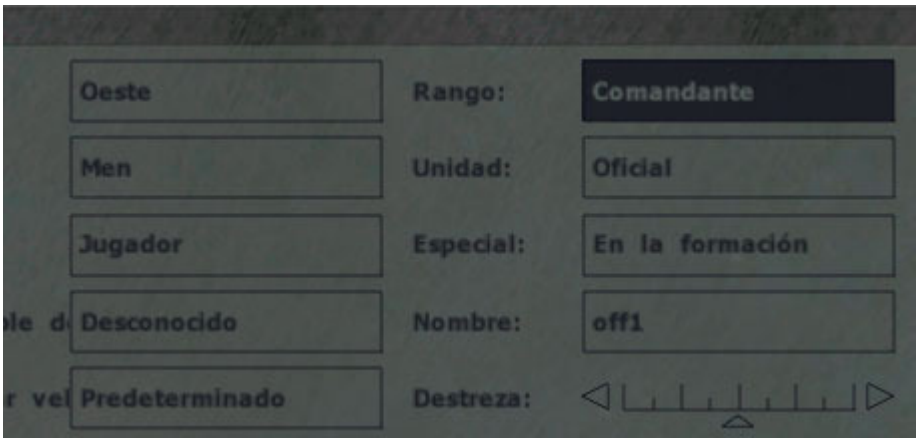
A very common way to score goals is to add messages using the hint method

Example:
hint "Objective 1 complete"
We can add it in the same trigger line, separated by;

Example:
"1" ObjStatus "Done"; obj1=true; PublicVariable "obj1"; hint "Objetive 1 complete"

Another example for objetive numer 2: Enemy officier that must be eliminated.

We added the unit, the enemy officer, with name off1



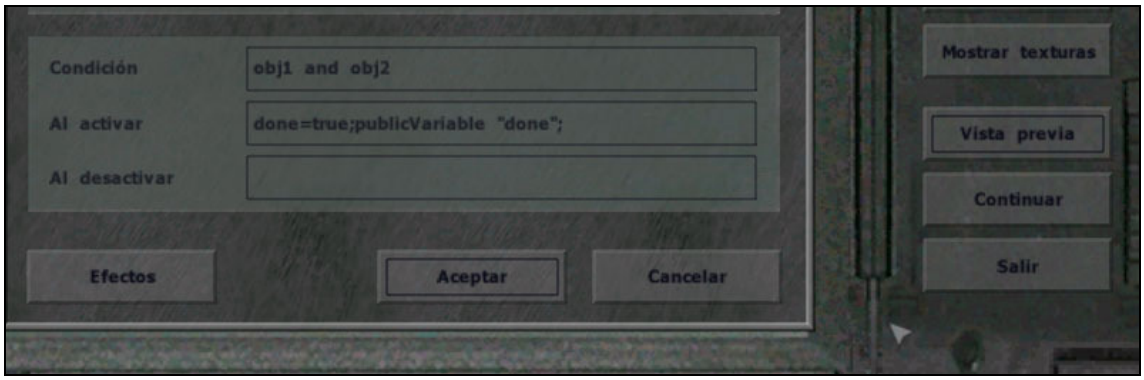
We are adding a trigger and type:

Condition: not alive off1

Acticvate: "2" ObjStatus "Done"; obj2=true; PublicVariable "obj2"; hint “Enemy officer is dead”

This will activate the second objective.

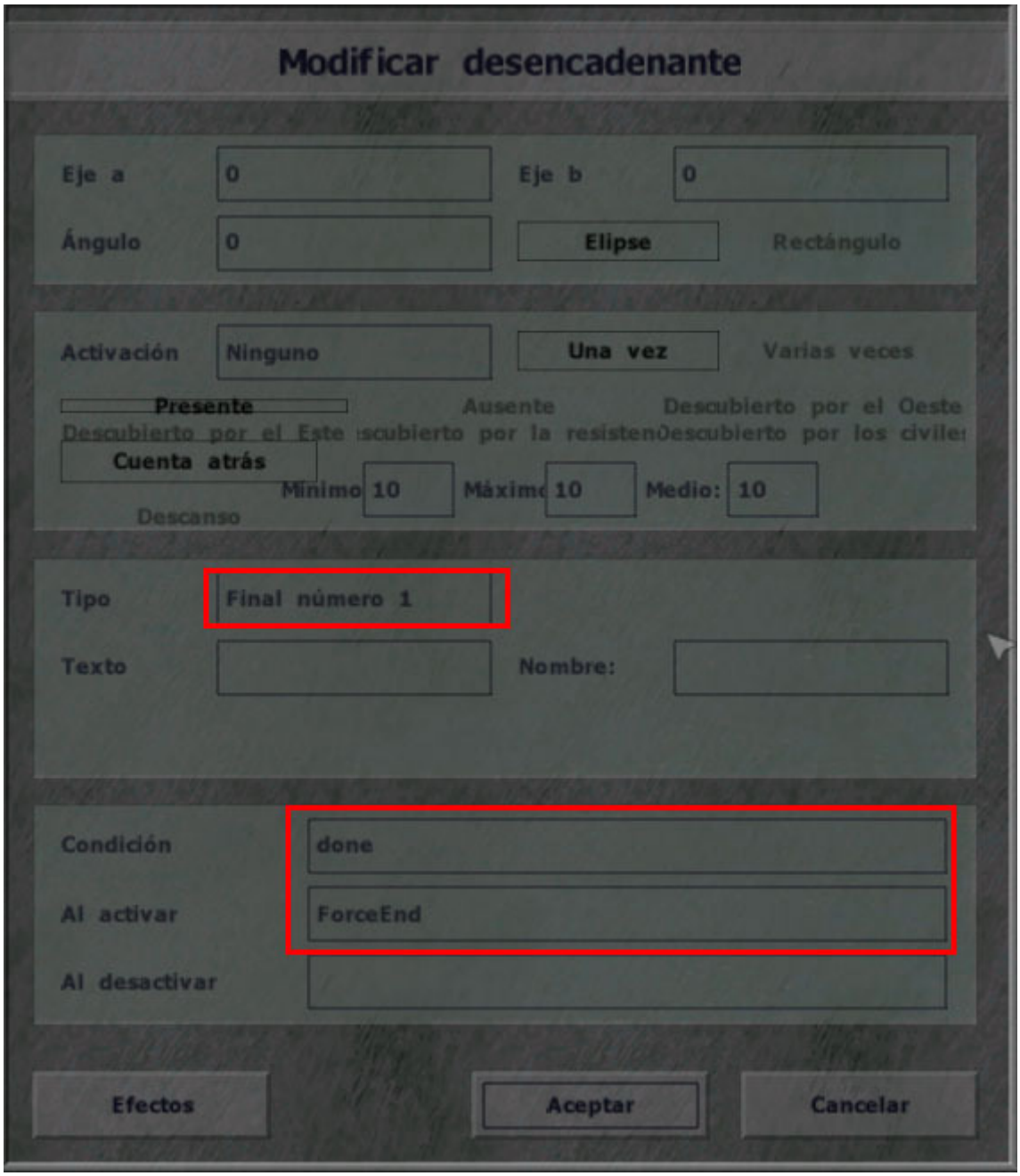
To finish the quest add another trigger with these parameters.



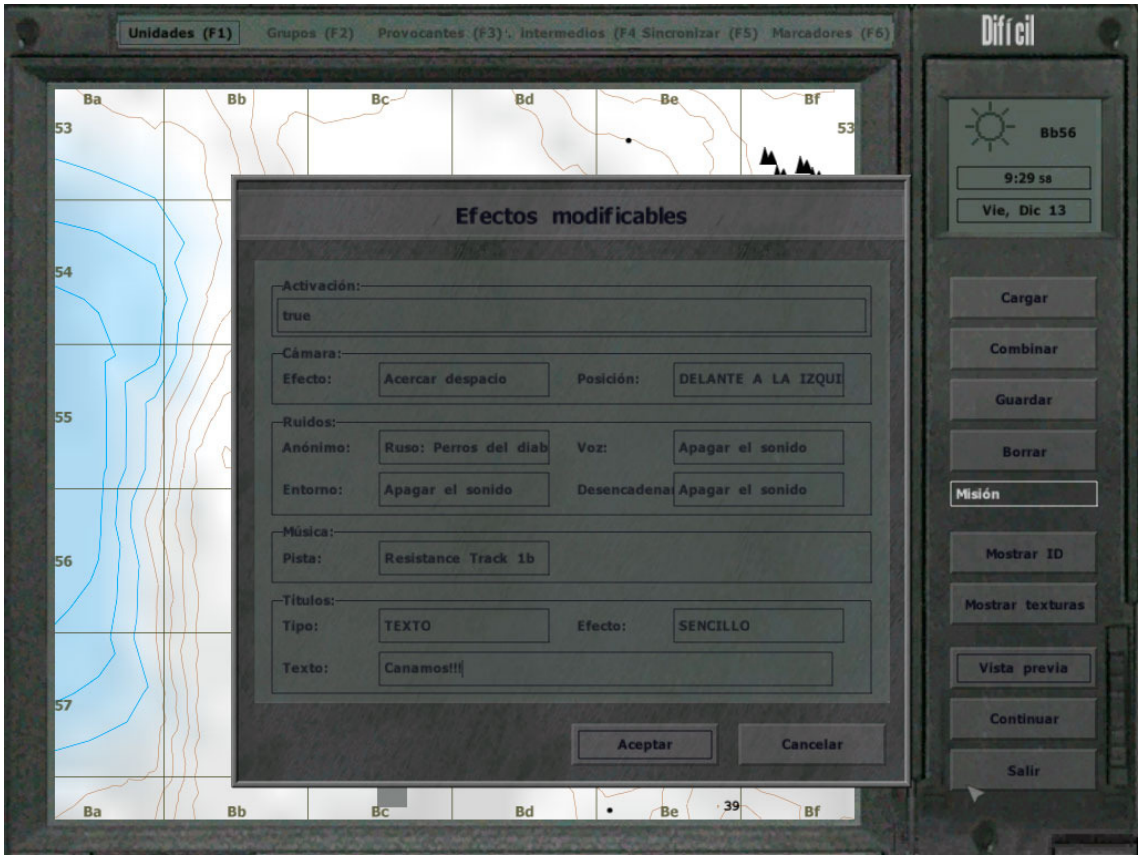
Condition: obj1 and obj2
Activation: done=true;publicVariable "done"

Continue…

We added another trigger for #End1
Select: Final number 1
Condition: done
Activation: Forceend



In all triggers we can add video animations, sounds, music...



Good luck!! :D