

## OBJETIVES

When you complete the objectives will be mark in green in the briefing.

In the Mission Editor add a trigger in order to complete.

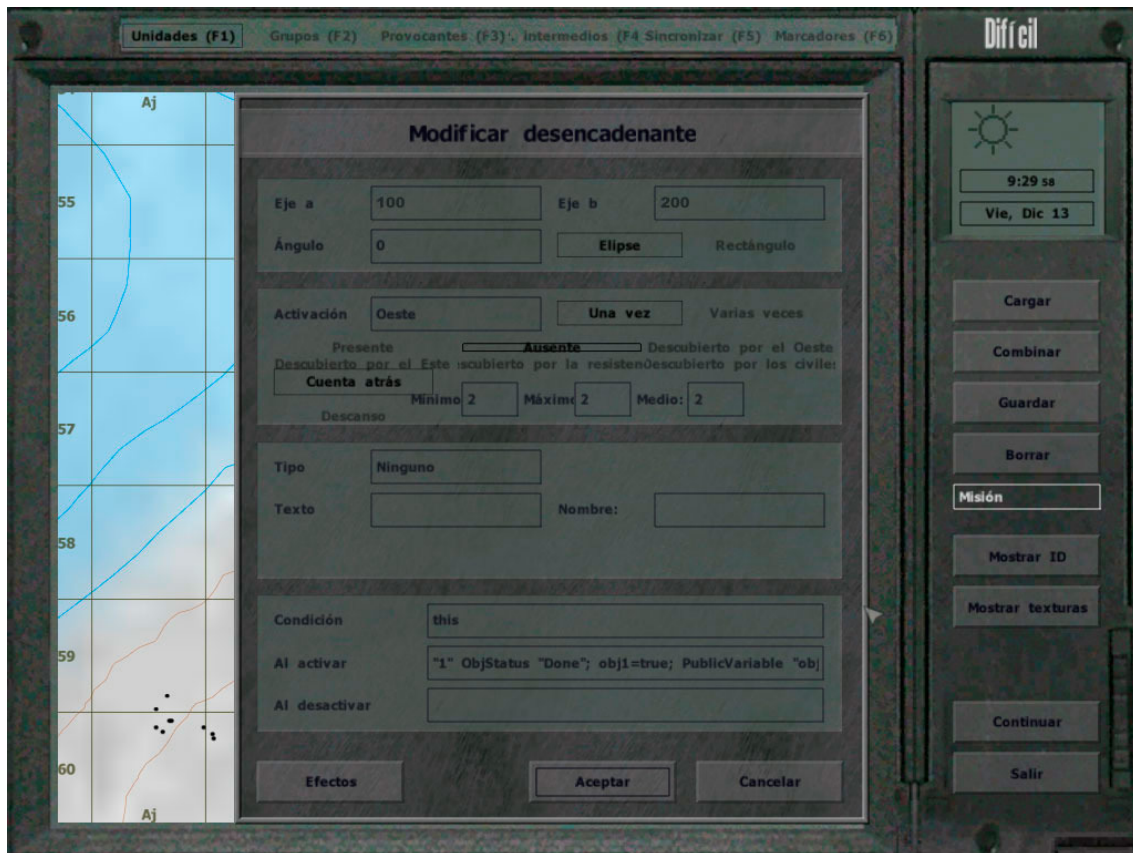
Example: If I want to release an area of soldiers NATO soldiers, select the WEST side absent. Delimit the zone in Axis a and Axis b

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 "Objective 1 complete"**

Another example for objective numer 2: Enemy officer that must be eliminated.

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

A screenshot of a unit configuration menu. The menu is divided into two columns. The left column contains labels: 'Oeste', 'Men', 'Jugador', 'Desconocido', and 'Predeterminado'. The right column contains corresponding values: 'Rango: Comandante', 'Unidad: Oficial', 'Especial: En la formación', 'Nombre: off1', and 'Destreza:'. The 'Destreza' field has a slider bar with a triangle in the center.

We are adding a trigger and type:

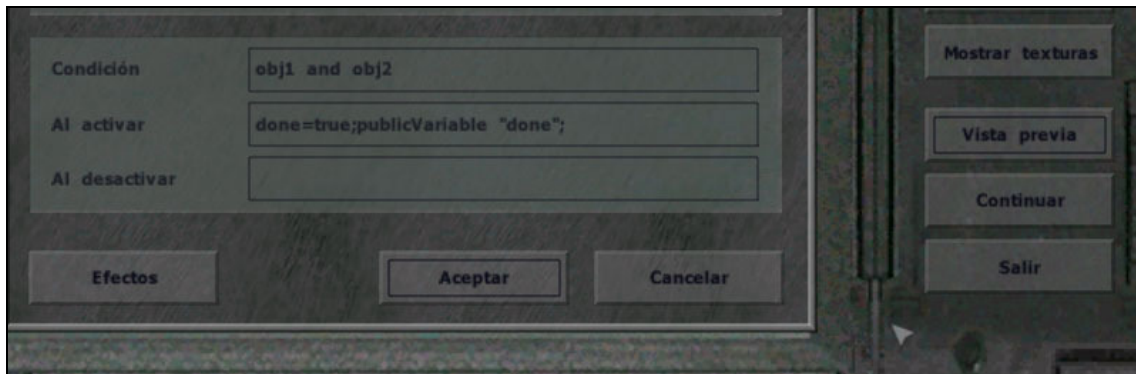
Condition: **not alive off1**

Activate: **"2" ObjStatus "Done"; obj2=true; PublicVariable "obj2"; hint "Enemy officer is dead"**

A screenshot of the 'Modificar desencadenante' (Modify trigger) menu. The menu is divided into two main sections. The left section contains a map view with a grid. The right section contains the trigger configuration fields. The fields are: 'Eje a' (0), 'Eje b' (0), 'Ángulo' (0), 'Activación' (Oeste), 'Una vez' (selected), 'Varias veces' (disabled), 'Presente' (selected), 'Ausente' (disabled), 'Descubierto por el Oeste' (selected), 'Descubierto por el Este' (disabled), 'Descubierto por la resistencia' (disabled), 'Descubierto por los civiles' (disabled), 'Cuenta atrás' (selected), 'Mínimo' (0), 'Máximo' (0), 'Medio' (0), 'Tipo' (Ninguno), 'Texto' (empty), 'Nombre' (empty), 'Condición' (not alive off1), 'Al activar' ('2" ObjStatus "Done"; obj2=true; PublicVariable "obj2"; hint "Enemy officer is dead"'), 'Al desactivar' (empty), 'Efectos' (empty), 'Aceptar' (button), and 'Cancelar' (button). The right sidebar contains a 'Misión' section with buttons: 'Cargar', 'Combinar', 'Guardar', 'Borrar', 'Mostrar ID', 'Mostrar texturas', 'Vista previa', 'Continuar', and 'Salir'.

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**

**Modificar desencadenante**

Eje a: 0 Eje b: 0

Ángulo: 0 **Elipse** Rectángulo

Activación: Ninguno **Una vez** Varias veces

**Presente** Ausente Descubierto por el Oeste  
Descubierto por el Este Descubierto por la resistencia Descubierto por los civiles

**Cuenta atrás** Mínimo: 10 Máximo: 10 Medio: 10  
Descanso

Tipo: **Final número 1**

Texto: Nombre:

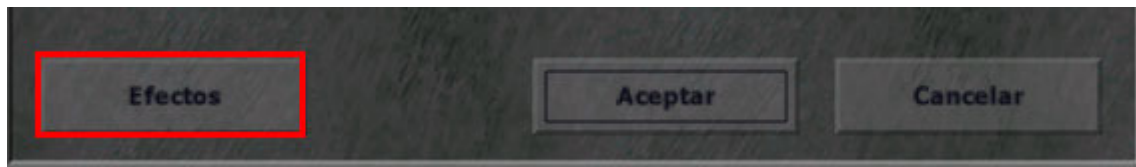
Condición: **done**

Al activar: **ForceEnd**

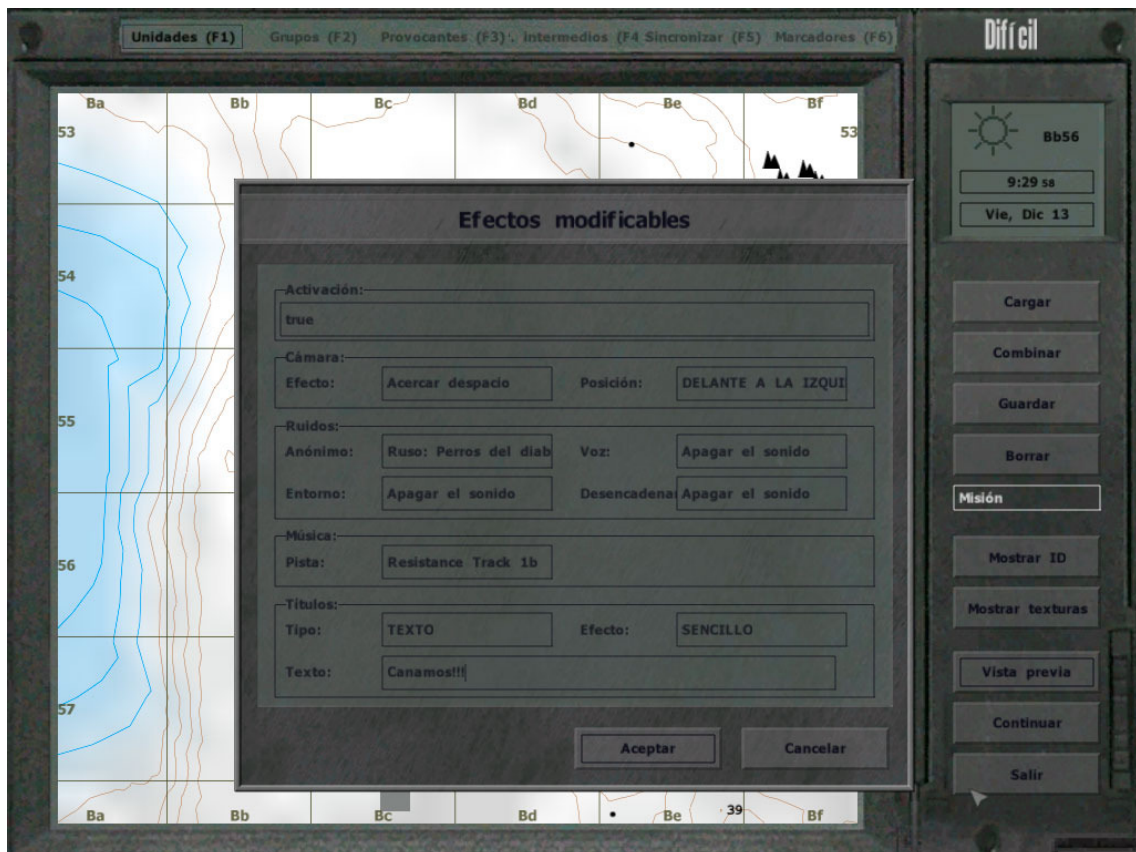
Al desactivar:

Efectos: Aceptar Cancelar





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



Good luck!! :D