

Posted by Sp00ky on 05-16-2003 12:29 PM: .

GAME START :

Game starts and remember all player units are under <Ally> control.

TimeTrig@Start >CD=30sec

TRIGGER

Mission Start

ACTION

Start Countdown from 00:00:30

turn off this trigger.

TimeTrig@CD=<25sec >msg1

Countdown is <less than> 00:00:30

AND

Countdown is <more than> 00:00:25

ACTION

Move screen to (relevant location)

Show modal dialog <"msg1">

turn off this trigger.

TimeTrig@CD=<20sec >msg2

Countdown is <less than> 00:00:25

AND

Countdown is <more than> 00:00:20

ACTION

Move screen to (relevent location)

Show modal dialog <"msg2">

turn off this trigger.

TimeTrig@CD=<15sec >msg3

Countdown is <less than> 00:00:20

AND

Countdown is <more than> 00:00:15

ACTION

Move screen to (relevent location)

Show modal dialog <"msg3">

turn off this trigger.

TimeTrig@CD=<10sec >msg4

Countdown is <less than> 00:00:15

AND

Countdown is <more than> 00:00:10

ACTION

Move screen to (relevent location)

Show modal dialog <"msg4">

turn off this trigger.

TimeTrig@CD=0sec >msg4

Countdown is <less than> 00:00:05

AND

Countdown is <more than> 00:00:00

ACTION

Transfer group <A0> to player <player>

turn off this trigger.

Thats a good way to get your messages across at the beginning of the mission - History, objective, do's & dont's, hints etc.

The last script hands the Command of 9th Armoured Brigade to the player.

You can also put markers down in particular places that you want the player to see by removing the fog of war.

Add to ACTION show zone around marker <?> in radius <?> to player <Player>

NOTE: Radius max = 60

This will give the player a 5 second burst of the area (or however long your gaps are between messages in the countdown)

Posted by Sp00ky on 05-16-2003 05:24 PM:

Ok mission has started, objective - capture east town has been shown in message.

The player does three basic things

#### 1. Scouts around

It's always nice to find things when scouting; like empty vehicles, landing craft, MINES!! so think about this when making a mission interesting.

On 1 of my early builds of mission i had a shed with an arrow pointing in to it.

The player sends a unit there (curiosity killed the cat) and a dialog comes up;

We have intercepted an enemy radio transmission Sir.

It reads;

> zPErstGgvrtski 6iNp7 OhKILploV zdvovTUs3 suUkkl RRyfOski <

Then his unit disappears in a puff of smoke!

I had many emails from people saying that they had fed loads of units into it and asking; What does it do???

I say "oh you mean the car-crusher!! it crushes your unit". Thats all, nothing else.

Little things can make a big difference. So when people scout your maps, give them something to find.

#### 2. Starts shelling East town with 25pd's

Now this is expected, players (myself included) love artillery. In fact there's little better than shelling the guts out of a lovely town.

So a player spends several hours shelling the town to a state were not even a Rat in a tin helmet could have survived.

He then strolls in and takes the objective without a scratch, right.....WRONG!!

If you're happy with that then fine but i like the player to fight for the objective.

#### TRIGGERS

Active units in Group <B4> amount to <less than> <1>

AND

Value of cell C\_10 is exactly <0>

This tells the game that the player has killed all patrolling troops without setting foot into the town.

Active units in Group <B3> amount to <less than> <1>

AND

Value of cell C\_10 is exactly <0>

This tells the game that the player has leveled all houses without setting foot into the town.

Active units in Group <B2> amount to <less than> <1>

AND

Value of cell C\_10 is exactly <0>

This tells the game that the player has leveled all bunkers without setting foot into the town.

And so on and so forth.

See my point??

So if C\_10 is less than <1> i just re-populate the town with a scratch defence force. The player could effectively shell the place forever but with this;

#### TRIGGER

Value of Cell C\_10 is <exactly> <0>

AND

There are <less than> 25 Units of player <enemy> in Location 10

ACTION

Send reinforcements of type <Tanks and troops> via flag D to Location <10> with delay 00:00:00

It will never become a ghost town.

Had the player as much as dangled his big toe in Loc10;

#### TRIGGER

There are <more> then <0> units of player <player> in location <10>

ACTION

Let Cell C\_10 contain number <1>

Ok this goes without saying but I am going to say it anyway...Many players read thread and think ahhha I send 1 unit into town, shell the crap out of it, then waltz in and take objective with no problemo Amigo.

Well that's where your imagination comes in; personally i dont stop re-populating town until C10=<3>

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Posted by Sp00ky on 05-16-2003 05:33 PM:

Reading back on my postings it is very easy to think that i (as a scripter) see the Player as an opponent.

This is because I do.

If I make a mission with the view that the player is trying to beat my mission, as apposed to making a mission to please the player.....I make better missions.

It works for me.

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