
Subject: Re: objectives/hud icon/radar blips
Posted by [SWNight](#) on Wed, 01 Aug 2007 21:06:05 GMT
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Don't you listen to what i say Darknes2?

Add this script to the switch:

JFW_Add_Objective (this script adds an objective, make sure it's called before the other objective scripts)

Objective_Num (This is an identifier for the objective, generally it would be a good idea to keep them in order, and start with 1000)

Objective_Type (Type of objective, takes three different numbers; 1=Primary Objective, 2=Secondary, 3=Hidden)

Title_ID (Title ID of the objective, this is a numeric value that links to a string in Stings.tdb, you can use 4607 for testing)

Unknown (this is an unknown value, could be another string ID)

Sound_Name (I think it's a sound, can't be sure. don't know if it's 2D or 3D or when it's played.)

Description_ID (Another String For the Objective, but this is the one that is used to display the objective to the player, like Objective Title ID, you can test with 4607, it's kind of like a description of the objective)

Trigger (see below for note about trigger and usage)

And READ the Scripts ReadMe! (Ctrl + F, Objective)
