Miltech Mission Hub

Firefighting

You can add fires that can be extinguished. The player will get objectives and be prompted to (re)fill their water bucket / reservoir.

Attributes

Attribute	Description
Active On Start	**Enabled:** as soon as the missions starts, the fires will be spawned and the related objectives will be shown. **Disabled:** you need to activate this activity during the mission.
Amount of Fires	Number of fires to create.
Spawn Radius	Radius (meters) in which the fires are randomly spawned.

Actions

Action	Description
Activate	If it wasn't active yet, the fires will be spawned and the objectives will be shown.
Deactivate	The fires will be removed from the world, and the objectives will be deactivated.

Events

Event	Description
Fires extinguished	This event is sent when all the fires have been extinguished.

See also

- You can End Mission when the fires are extinguished.