Miltech Mission Hub

Objective

Objectives are messages that show on the HUD. They tell the player what to do. But they're also a way to structure your mission (see Building Detailed Missions: Objectives, Triggers, and Activities).

Attributes

Attribute	Description
Active On Start	**Enabled:** the objective will show when the mission starts. **Disabled:** you need to activate this objective during the misssion.
Objective Title	Text that is displayed to the player on the mission HUD
Objective Icon	You can choose different icons for the message on the mission HUD
Show Direction	Show the player the direction to this objective (where it's placed on the map)

Actions

Action	Description
Activate	The objective will show on the HUD. Also fires the *Activated* event.
Successful	Will turn green on the HUD and disappear. Also fires the *Successful* event.
Failed	Will turn red on the HUD and disappear. Also fires the *Failed* event.
Aborted	Will disappear from the HUD. Also fires the *Aborted* event.

Events

Event	Description
Activated	Fired when the objective is activated. *Example usage: turn on a trigger that will later complete this objective.*
Successful	Fired when the objective's *Successful* action is executed. *Example usage: turn on the next objective.*
Failed	Fired when the objective's *Failed* action is executed. *Example usage: fail the mission.*
Aborted	Fired when the objective's *Aborted* action is executed. *Example usage: turn on an alternative objective.*

See also

Building Detailed Missions: Objectives, Triggers, and Activities

End Mission

Marker