Miltech Mission Hub

Mission Logic Basics: Events, Actions, and Connections

Building a compelling mission is about more than just placing objects on a map. To create an engaging experience, you need to design a sequence of objectives, decide how the player progresses, and use connections between objects to control the mission flow. This guide will show you how to move beyond the basics and start shaping dynamic, interactive missions.

Understanding Connections

What are connections?

Connections are the links between the events and actions of your map objects. They define how the mission flows from one stage to the next, making your scenario interactive and responsive to the player.

- **Events** are signals an object sends when something specific happens (e.g., entering an area, timer expires, fire is extinguished).
- **Actions** are responses performed by objects when triggered (e.g., playing dialog, activating an objective, ending the mission).

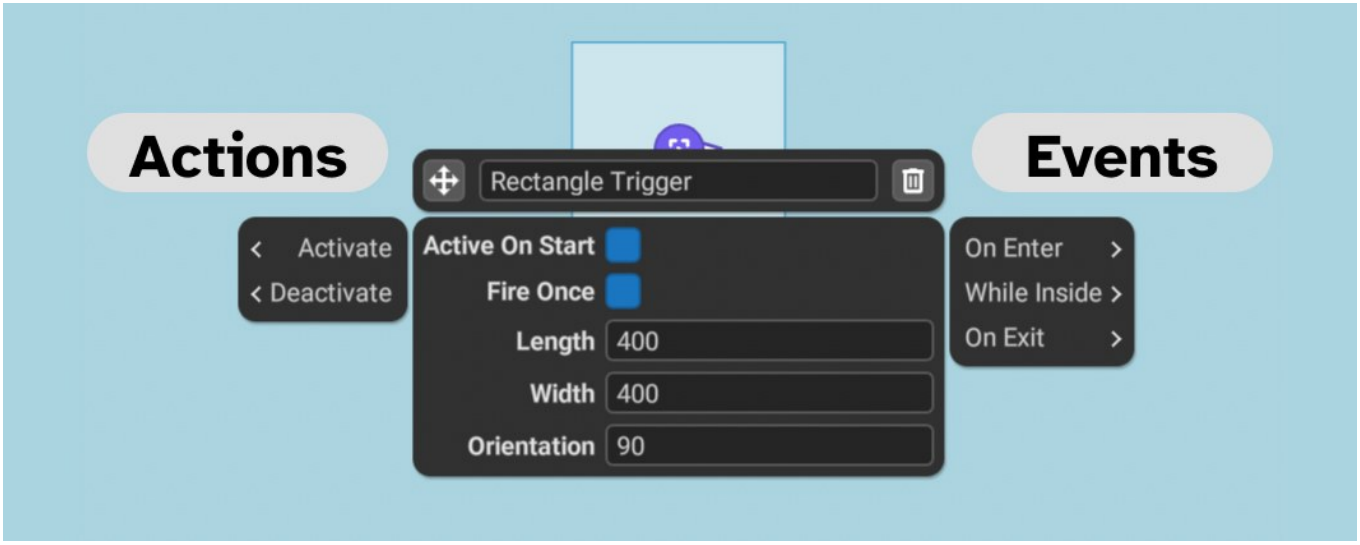
Why use connections?

Connections let you design missions that react to the player's actions, create branching or sequential tasks, and control when objectives or triggers become active.

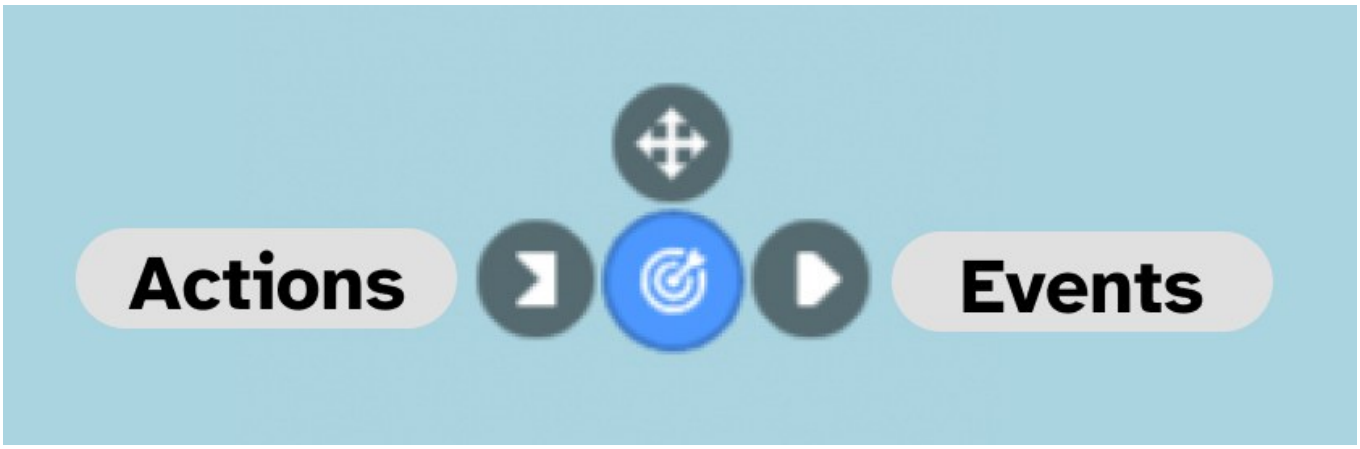
How to use connections

Open the connections popup

Click on an object to open its detail editor. This will display actions on the left and events on the right:

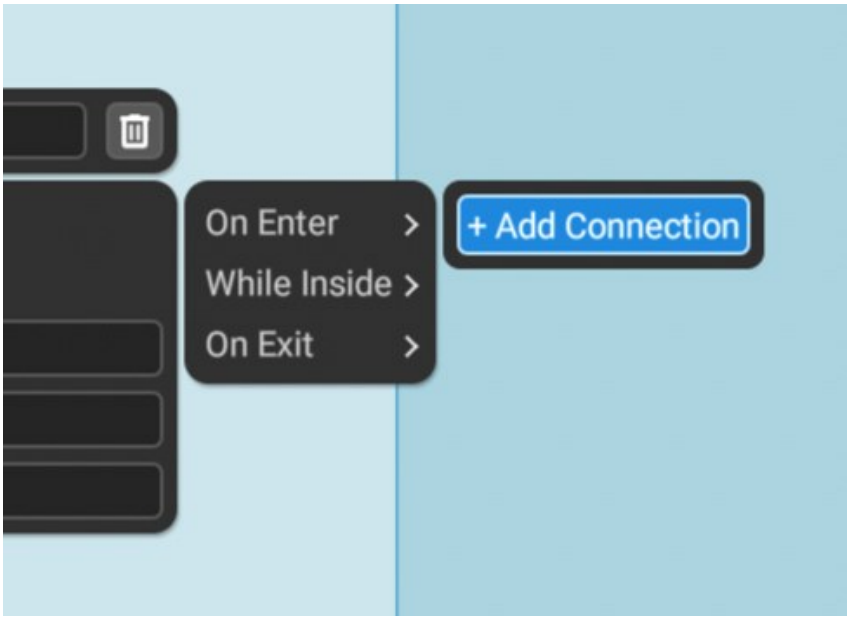


You can also use the quick buttons that appear when you hover over the map object:

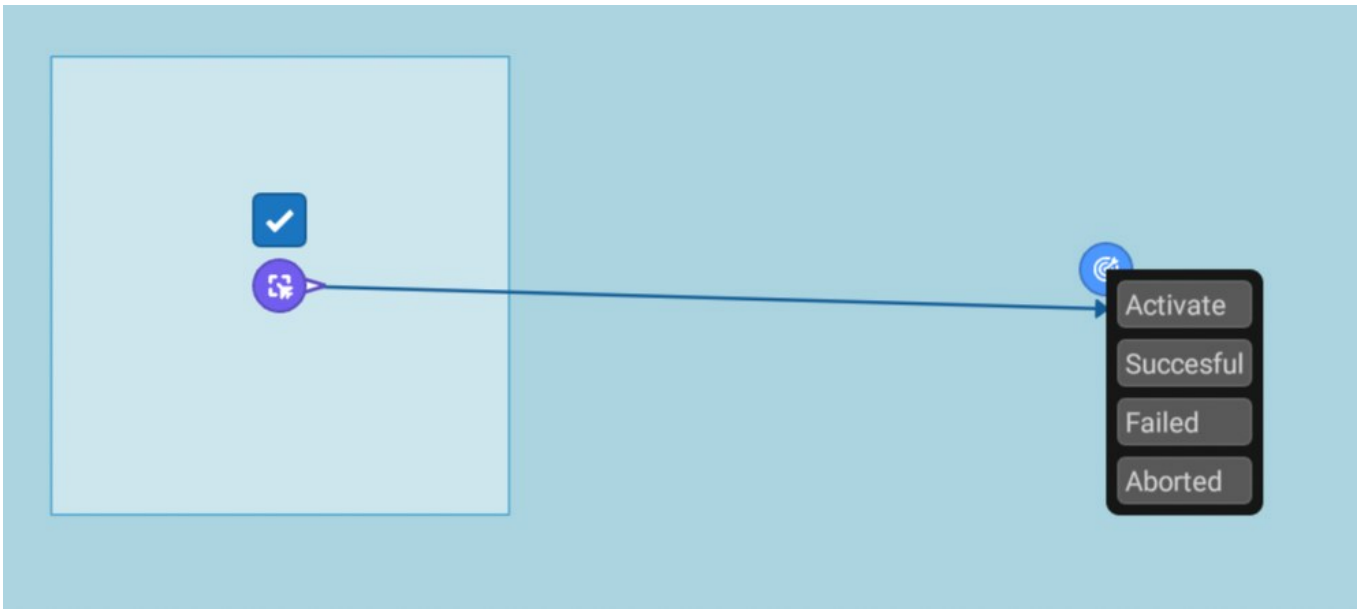


Create a connection

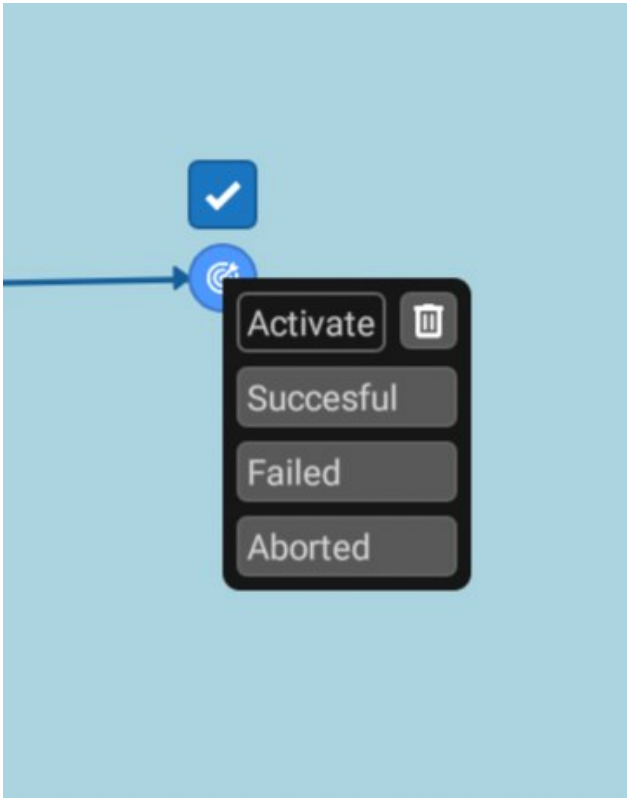
Hover over an event or action and click the add connection button:



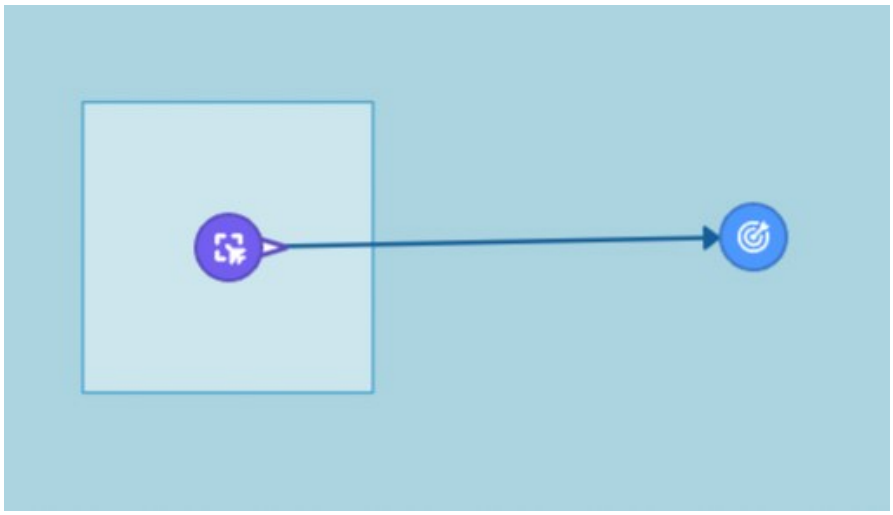
Hover over another object to see its available actions or events:



Select the one you want to connect to, then confirm with the checkmark button:

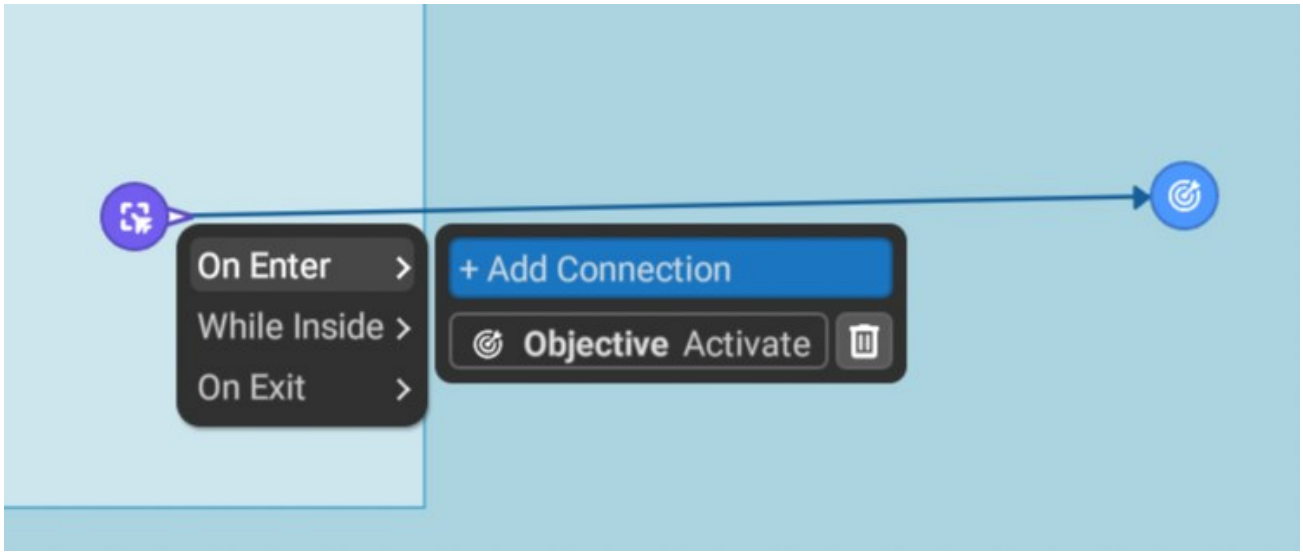


Arrows on the map will display the connection, always pointing from the event (sender) to the action (receiver):



View and edit connections

Open the Detail Editor or click the quick hover button. Hover over an event or action to see its current connections:



You can delete connections from this view as well.

More details:

- **There is no limit** to the number of connections.
- **Any objects** with available events or actions can be connected.
- If you delete an object, its connections are also removed automatically.
- **Tip:** Give every object a meaningful name to make it clear which object is connected.

Next steps

Building Detailed Missions: Objectives, Triggers, and Activities

Adding a route to your mission