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Scenario Editor > Triggers > Walkthrough

To guide you through the process, lets make a sample trigger. Our scenario will simply require you to bring a unit to a building. What you learn in this walkthrough can be applied later on when you want to make your own triggers.

Preliminary Setup:

Open the Scenario Editor, and place any Player 1 unit anywhere on the map. Place any Player 1 building a short distance away.

Part 1

1. Click "Triggers" from the top bar.
2. There are now two boxes displayed on the left. Click the "New" button below the first box labeled "Scenario Triggers".
3. Red words displaying "Trigger 0" are displayed in the top box. Click "Trigger 0".
4. Along the bottom of the screen, several options are displayed. You can name the trigger here, among other things. Name this trigger "Start Message".
5. The first trigger we want to make will be to display a message when the scenario starts. Since we want it to "fire" at the beginning of the scenario, we will not specify a condition. (thus, it fires immediately, there being no criteria to meet.) To do this, click the "New Effect" button below the second box.
6. A drop-down selection box will appear. It is labeled "Effects List". Select "Display Instructions".
7. Several options will be displayed at the bottom of the screen. Type "Bring your unit to the building." This message will display immediately when the scenario is started.

Part 2

Now we will make the trigger that detects if the player's unit is near the building.

1. Click the "New" button below the first box labeled "Scenario Triggers".
2. Now, to set the condition that should be true (player 1's unit near building) before the trigger "fires", click the "New Cond" below the second box. Red words displaying "Condition 0" will appear in the second box.
3. There is also a drop-down selection box on the bottom bar of the editor. It is labeled "Condition list". In this box are all the conditions you can use.
4. Select "Bring Object to Area". Along the bottom of the screen are two buttons.

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5. Click the button labeled "Set Object".
6. Click on the unit. This tells the scenario that this is the unit you want to be near the building.
7. Click the button labeled "Set Area".
8. Drag a box around the building. Make sure the selection is larger than the building so the player's unit can stand within it.
9. We want the player to win as soon as the unit is near the building. So, click the "New Effect" button below the second box. There should now be two lines in the bottom box. (Condition 0 and Effect 0)
10. A drop-down selection box will appear. It is labeled "Effects List". Select "Declare Victory".
11. At the bottom of the screen is a drop-down selection box labeled "Source Player". Select "Player 1", as that is the player we want to win when the condition is met.

Now, start your scenario (Menu > Test). As soon as you enter the game, a message should pop up saying "Bring your unit to the building.". Move your unit near the building. The scenario will then say "You are Victorious", and you will be returned to the editor.

While this may seem complicated, it is not. Once you get the hang of it, things will be much easier.

Good luck! If you have any problems, suggestions, or questions, please [email me \(aoerat@heavengames.com\)](mailto:aoerat@heavengames.com).

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