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## Dys objective



*The correct title of this article is "dys\_objective". The initial letter is capitalised due to technical restrictions.*

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### Entity Description

This represents an objective in the map (such as "disable security", "destroy the core", etc). This entity controls who the objective belongs to, what the text for it is, and so forth. The position of this entity will be the position of the blue objective marker on the players' HUDs.

### Keyvalues

- Team*

Which team owns this objective when the map starts. Can be Punks, Corps or None.
- Objective Number*

Objective number, from 1 to 6. If Punks are attacking, number in ascending order. If Corps are attacking, use descending order. For example, in **Vaccine**, the dock objective is #1 and the core objective is #3. If Punks were defending, the dock objective would be #3 and the core would be #1. Primary objectives are numbered separately from secondary objectives. *Confirmation needed as of 1.3*
- Objective in cyberspace?*

Used to display the hud icon only when jacked into cyberspace.
- Primary Objective*

Should, in theory, allow you to add this objective as either primary or secondary. This doesn't work, yet, though.
- Objective text for Punks*

Objective text for Punks, limited to 32 characters.
- Objective text for Corps*

Objective text for Corps, limited to 32 characters.

### Flags

- Final Objective*

Ends the game when completed.

### Inputs

- Set Corps*

Set the owner of this objective as the Corps.
- Set Punks*

Set the owner of this objective as the Punks.
- Set Touched*

Set the owner of this objective as the team of the player who trigger this input.
**Warning:** Avoid using SetTouched at all costs, funky things happen when players get autobalanced, or the obj won't trigger at all.
- SetHealth*

Use with the OnHealthChanged output of a func\_breakable to give it a health bar.

### Outputs

- On Corps*

Fire when the team is set to Corps.
- On Punks*

Fire when the team is set to Punks.

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