Create a mission

Creating a mission is tough. It is recommended that you start practicing with simple threads and work your way up instead of attempting to create a mission right away. There are many ways to create a mission so to simplify this for beginners, the rest of the article will show the basic structure of creating a working mission. The format uses Sanny Builder. It should work for GTA3, Vice City, and San Andreas.

Contents [hide]

Define your mission

First define your mission. Find

```
DEFINE MISSIONS
```

Increment that number by one. Scroll down until you see the last defined mission. Define your mission below it.

```
DEFINE MISSION ### AT @MissionStart
```

Insert your trigger

Next create a thread that will trigger your mission to start. Find

```
create_thread
```

Insert before it

```
004F: create_thread @MissionTrigger
```

Find

```
//-------------Mission 0--------------
```

That is where the MAIN section ends and the first mission begins. Insert your trigger between that.

```
:MissionTrigger
0001: wait 0 ms
00D6: if
```

```
0256:   player $PLAYER_CHAR defined
004D: jump_if_false @MissionTriggerEnd
00D6: if
0038:   $ONMISSION == 0
004D: jump_if_false @MissionTriggerEnd
00D6: if
// Place your condition to start your mission
004D: jump_if_false @MissionTriggerEnd
0417: start_mission ###
0004: $ONMISSION = 1

:MissionTriggerEnd
0002: jump @MissionTrigger
```

Insert your mission

Last insert your mission. If you are using GTA3 or Vice City, scroll all the way to the end of the file to insert your mission. If you are using San Andreas, find

```
//-------------External script 0 (PLAYER_PARACHUTE)---------------
```

That is where the last mission ends and the first external scrpt starts. Insert your mission between that.

```
:MissionStart
03A4: name_thread 'NAME'
0050: gosub @MissionBegin
00D6: if
0112:   wasted_or_busted
004D: jump_if_false @MissionEnd
0050: gosub @MissionFailed

:MissionEnd
0050: gosub @MissionCleanup
004E: end_thread

:MissionBegin
// This section is where you place the contents of your mission
0051: return

:MissionFailed
// This section is what happens after you died or got busted during your mission
0051: return

:MissionCleanup
// This section is where you clean up the contents of your mission so you can end it
0004: $ONMISSION = 0
00D8: mission_cleanup
0051: return
```

Final note

Using this format requires you to start a new game. If you do not understand what is being said here, try looking into the Tutorial Forum for more in-depth tutorials or the Mission Coding Forum on how to understand this.

External Links

- GTAForums: Tutorial Forum
- GTAForums: Mission Coding for Dummies! – tutorial by Dutchy3010

Grand Theft Auto: San Andreas

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File Formats	.col • .cfg • .cut • .dff • .dat • .fxp • .gxt • .ide • .ifp • .img • .ipl • nodes*.dat • .rep • .rrr • .scm • .txd
Documentation	Audio • Cutscenes • Handling.cfg • Map Listing • Mission Packs • Opcodes • Paths • Replays • Saves
Tools	CLEO • Collision File Editor II • ENBSeries • G-Tools • IMG Tool • Limit Adjuster • Map Editor • PathViewer • San Andreas Audio Toolkit • Sanny Builder • TXD Workshop
Tutorials	San Andreas v2.0 Modding • **How to create a mission** • How to create a thread • How to use Map Editor
Modifications	Design Your Own Mission • Gostown Paradise • GTA: United • Myriad Islands
Multiplayer	gtaTournament • Multi Theft Auto • San Andreas Multiplayer • (more...)
Useful links	Community portal • Discussion forums • Mods on GTAGarage.com • Opcodes database

Categories: GTA SA | Mission Scripting | GTA 3 | GTA VC

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