***Prefab = Prefabricated (mostly just one object)***

**1. What are prefab files for?**

**The primary reason for prefabs is to be able to create/construct simple or complex objects/brushes and have a library of these to use in multiple maps/projects.**

**An example would be to create a hanger complete and save as a prefab. Then when you are building your map, you can use the "oad prefab" to add/place in your map multiple hangers, being** **able to rotate and position as needed.**

**Radiant only allows you to have one .map file open as you work..so the only way to get pre-built objects into your map is to use the load prefab and place.**

**2. How can you use prefab files (in a new map and/or en existing map file)**

**Simple use the load prefab, from menu, and show where your prefabs are located. I keep all of my prefabs in a folder called "prefabs".**

**3. Can you ALWAYS change the .pfb extension to .map?**

**Yes, if you need or want to do this you can. You can then save it as a working .map or save as a prefab (pfb extension).**

**Remember, you can only load a prefab, not open directly. Changing the extension to .map allows you to open in Radiant.**

**4. Does this also mean you can convert (ANY) .map file back to .pfb extension?**

**Yes you can do this. Any of your work, big or small can be saved. Just hightlight or select the object/brushes, etc. and save prefab.**

**5. Would any prefab work for every game (AA/SH/BT)? Even when it's originally made for e.g. AA.**

**Most all prefabs will work in all version of the game. What does not work is sometimes the textures (if applied) that may be missing.**

**For instance. A mapper may have used a texture from the Spearhead or BT pack, and when a person tries to open or load in AA, the texture will be missing.**

**The mapper can re-texture as he deems fit. Remember that in Spearhead mapping, every player who run game in spearhead can see both AA and SP textures.**

**If the mapper is making for BT, some textures may be missing for AA and SP, because not EVERYONE bought or has BT installed.**

**6. How does someone make a prefab file? How is it created?**

**Create a prefab just like you making a map. Merely save as prefab from file menu and save in your prefab folder.**

**7. How can you view a prefab file? (see the 'model' and take a screeshot of it for example) and are there multiple ways to view them or just radiant?**

**You can only view files in radiant. Load the prefab into a blank map, and take a screen shot.** **You could rename your prefab extension to .map, open in radiant, take screenshot, quit and rename back.**

**8. How is the .map file from an actual complete map different than that of a .map file for a prefab?**

**A complete map may contain much other items, brushes, terrain, and objects. Just think of a prefabs are merely small or pre-built objects that helped you get your map completed.**

**Tips:**

* Some people always unzip their zipped prefab files into a folder in their main folder called "prefabs", then they can be found/managed easily.
* In MOHRadiant, just use the load command from file menu and select a prefab.
* Prefabs extension (.pfb) can be renamed to .map extension and the file opened directly in MOHRadiant, once you place it in your main/maps/dm folder.