Basic .pk3 creation :: [tstrait72](mailto:tstrait72@hotmail.com)  
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Programs needed

- [Winzip](http://www.winzip.com) (use Winzip to zip your files into a zip file and then rename the extension to '.pk3')  
- WinRAR (use WinRAR to view the original PAK files in main to see the folder structure, Winzip doesn't show the folder structure)

Step 1 - create a folder and name it what you are going to name your PK3 file (e.g.- 'user-mymapname').

Step 2 - treat this folder as the 'main' folder of MoH:AA and create all other folders inside this one (e.g.- 'maps', 'ui', 'textures'). Follow the same folder structure as in the PAK files.

Step 3 - when done adding all your files for yor map, select all the folders one level down from the 'user-mymapname' folder

Step 4 - now rightclick on the selected files and use Winzip (do NOT use WinRAR) to add them to 'user-mymapname.zip'

Step 5 - rename 'user-mymapname.zip' to 'user-mymapname.pk3'

Example folder structure: (yours may be different depending on what files you need to add)

user-mymapname

global

anyglobal.scr

maps

dm (or obj)

mymap.bsp  
mymap.min  
mymap.scr  
mymap\_precache.scr

models

custom.tik

scripts

mymapname.shader

textures

mycustomtextures

mycustomtexture.tga (.jpg)

mohmenu

dmloading (or objloading)

myloadingpic.tga

ubersound

ubersound.scr  
uberdialog.scr

ui

mymapname.urc

Where folder names are in blue and file names are in green

Need any help : Ask in the [Forum](http://www.mohaaaa.co.uk/mohaa/forum/index.php)