Giving the Player some weapons :: [AL](mailto:alanstables@hotmail.com)  
-------------------------------------------------------------------------------

Ascript is a file with the extension \*.scr.   
You will find one of these files provided with the MOH Tools. A fully compiled map should always have 2 .scr files accompanying i.e :

If your map is called test\_x.bsp  
Your scripts should be called test\_x.scr and test\_x\_precache.scr

To make a scr file simply make a new txt file and rename the extension from txt to scr then reopen using notepad (I recommend using editpad).

The \_precache.scr loads all models/anims/sound for the engine optimising the ram usage.

The .scr is the one we want …..This makes your game e.g. Makes that sniper snipe, controls game objectives, sound, doors, soldiers ,voices, vehicles… I think you get the idea.

Right are you ready. Here we go …..First create a map...Let's make a simple map (see [first room](http://www.mohaaaa.co.uk/mohaa/tutorials/first_room.php) tutorial). Or use the files provided..

Now lets make a script for this map….(oh dear this is where your brain , patience of a god , is required well at least in my case it was ..i now smoke 50 a day since becoming a moh mapper..OOo the stress)

Now make lets make a .scr (Script) file for the map {like I mentioned above}right open notepad/WordPad make a new txt file, open it and add the following

|  |
| --- |
| // place in your scr for reminders, tips etc // ALANS MAP // ARCHITECTURE: Alan Stables // SCRIPTING: Alan Stables  exec global/ai.scr exec global/loadout.scr maps/test\_x.scr main: level waittill prespawn exec global/ambient.scr test\_x level waittill spawn $player item weapons/colt45.tik fadein 2 0 0 0 1 wait 2 level.script = "maps/test\_x.scr" |

Right when you've done that save it as test\_x.scr and place it in your mohaa\main\maps folder.

What does it all mean (well I thought that and I still do) heres a quick rundown on the script we have just written

|  |
| --- |
| exec global/ai.scr // enables the game ai exec global/loadout.scr maps/test\_x.scr // enables the script level waittill prespawn // wait till loaded before spawning level exec global/ambient.scr test\_x // enables ambient sound for // particular script level waittill spawn //wiat till player client spawn $player item weapons/colt45.tik // gives you a gun fadein 2 0 0 0 1 // fades in the level wait 2 // er wait level.script = "maps/test\_x.scr" //definies your scipt as .level.scipt end |

Compile your map and, hey presto, if you've made your script correctly you should start with a colt …(wahey!) you've just coded your first level…!

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