Installing MoH Radiant :: [Surgeon](http://www.mohaaaa.co.uk/mohaa/forum/profile.php?mode=viewprofile&u=2)   
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First you need to acquire the following components:

[MoH Radiant](http://personalserver.fileplanet.com/redir.asp?from=PMOH&to=http%3A//www.fileplanet.com/index.asp?file=86998)  
[MoHPile](http://www.fileplanet.com/dl/dl.asp?/planetmedalofhonor/map/mohpilev103.zip) or [MBuilder](http://www.fileplanet.com/dl/dl.asp?/planetmedalofhonor/map/mbuilder.zip) (Front end compile assist programs)

You can download all these files from our files page

The above is essentially all you need for mapping. The Medal of Honor (MoH) file structure is a fairly simple one. Everything you are able to edit is located in the "main" folder. Create a directory within this folder called "maps". In the "maps" directory create 2 more folders "obj" and "dm" . In these folders you can place your created maps. Single player maps sit in the root "maps" directory. Deathmatch and Team Deathmatch sit in the "DM" folder, and Objective maps go into the "Obj" folder.  
  
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Installation  
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Firstly you should already have Medal of Honor installed. At the moment only 1 editor is available for MoH, and it is called MoH Radiant. To install it simply extract the files from the zipped file (use [winzip](http://www.winzip.com) or some other extractor)

I have unzipped everything to the default directory - C:\Program Files\MOHAATools. Once you've completed this, you must copy the entdefs.pk3 file from the above directory to the "main" folder of MoHAA. This is important, because MoH Radiant will not work properly if you don't do this.

Open up MoH Rad. You should see the following on the screen before you.

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| http://www.mohaaaa.co.uk/mohaa/tutorials/installing_mohrad/image1.jpg |

Click on File->Project Settings, and you should see:

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| http://www.mohaaaa.co.uk/mohaa/tutorials/installing_mohrad/image3.jpg |

Enter the following (or the equivalent on your machine) :

basepath: c:\program files\ea games\mohaa\  
mapspath: c:\program files\ea games\mohaa\main\maps  
autosave: c:\program files\ea games\mohaa\main\maps

Leave the other lines as they are. Then click on ok. Then head to Edit -> Preferences

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| http://www.mohaaaa.co.uk/mohaa/tutorials/installing_mohrad/image5.jpg |

Click the "Paint Sizing Info" box - This displays the size of any brush that you are creating so you can easily see it. Then click the "Show Non-Shader Images" button because you'll not be able to find the ladder textures if you don't. Then head down to the "prefabs path" bit. Set this to c:\program files\ea games\mohaa\prefabs. Then click on OK.

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Conclusion  
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You should now have MoH Rad set up and you are essentially ready to begin mapping. if you have never mapped before or have mapped on another editor you probably won't know what to do, simply because key presses etc. are different than in say UTed or Worldcraft or this is your first time mapping. Lets move onto the next tutorial.

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