**Let us begin!**​

A trigger is simply an invisible square you define that executes a command of your choosing onto a player who walks into that invisible box you made. Once you’ve learned how to edit maps, You’ll probably want to know how to add triggers to maps. With triggers you can make players taller, shorter, have god mode, play a sound, glow a color and many more things. First you’ll need Pakscape to open the game files.  
  
The game files you’ll need to open are:  
  
**C:\Program Files\EA GAMES\MOHAA\main\Pak0.pk3 For weapon files**  
  
**C:\Program Files\EA GAMES\MOHAA\main\Pak5.pk3 For map files**  
  
The first step is to create these folders:  
  
**C:\Program Files\EA GAMES\MOHAA\main\maps**  
**C:\Program Files\EA GAMES\MOHAA\main\maps\DM**  
**C:\Program Files\EA GAMES\MOHAA\main\maps\DM\mapfixes**  
  
**Step 1:**  
  
Use pakscape to open pak5.pk3, click the + next to the word maps, then click on DM, now copy the following files to the folder C:\Program Files\EA GAMES\MOHAA\main\maps\DM you have created.   
  
Maps/DM/Mohdm1.scr  
Maps/DM/Mohdm2.scr  
Maps/DM/Mohdm3.scr  
Maps/DM/Mohdm4.scr  
Maps/DM/Mohdm5.scr  
Maps/DM/Mohdm6.scr  
Maps/DM/Mohdm7.scr  
  
  
Close pakscape.  
  
  
  
  
  
  
**Step 2:**  
Open notepad save the blank document as  
  
C:\Program Files\EA GAMES\MOHAA\main\maps\DM\**fix1.scr**  
Open notepad save the blank document as  
  
C:\Program Files\EA GAMES\MOHAA\main\maps\DM\**fix2.scr**  
  
Open notepad save the blank document as  
  
C:\Program Files\EA GAMES\MOHAA\main\maps\DM\**fix3.scr**  
  
Open notepad save the blank document as  
  
C:\Program Files\EA GAMES\MOHAA\main\maps\DM\**fix4.scr**  
  
Open notepad save the blank document as  
  
C:\Program Files\EA GAMES\MOHAA\main\maps\DM\**fix5.scr**  
  
Open notepad save the blank document as  
  
C:\Program Files\EA GAMES\MOHAA\main\maps\DM\**fix6.scr**  
  
Open notepad save the blank document as  
  
C:\Program Files\EA GAMES\MOHAA\main\maps\DM\**fix7.scr**  
  
**Step 3:**  
Now open notepad and choose to open a file. Go to the folder   
  
C:\ProgramFiles\EA GAMES\MOHAA\main\maps\DM  
  
Then open Mohdm1.scr, if you don’t see it type \*.\* into the File Name box and hit enter.  
  
Now about 13 or so lines down you’ll see this:  
  
**level waittill spawn**  
  
well above that line insert a blank line and type this there:  
  
**exec maps/dm/fix1.scr**  
  
so now it should look like this:  
  
**exec maps/dm/fix1.scr**  
**level waittill spawn**  
  
Hit Control-S or choose save from the file menu.  
  
  
  
  
  
  
  
  
  
  
Below is an example of what the file should now look like:  
  
  
*// STALINGRAD*  
*// ARCHITECTURE: ZIED, POWZER*  
*// SCRIPTING: POWZER*  
*main:*  
*// set scoreboard messages*  
*setcvar "g\_obj\_alliedtext1" "Stalingrad"*  
*setcvar "g\_obj\_alliedtext2" ""*  
*setcvar "g\_obj\_alliedtext3" ""*  
*setcvar "g\_obj\_axistext1" ""*  
*setcvar "g\_obj\_axistext2" ""*  
*setcvar "g\_obj\_axistext3" ""*  
*setcvar "g\_scoreboardpic" "mohdm6"*  
*// call additional stuff for playing this map round based is needed*  
*if(level.roundbased)*  
*thread roundbasedthread*  
*level waittill prespawn*  
*//\*\*\* Precache Dm Stuff*  
*exec global/DMprecache.scr*  
*exec global/door\_locked.scr::lock*  
*level.script = maps/dm/mohdm6.scr*  
*exec global/ambient.scr mohdm6*  
***exec maps/dm/fix1.scr***  
*level waittill spawn*  
*end*  
*//-----------------------------------------------------------------------------*  
*roundbasedthread:*  
*// Can specify different scoreboard messages for round based games here.*  
*level waitTill prespawn*  
*level waittill spawn*  
*// set the parameters for this round based match*  
*level.dmrespawning = 0 // 1 or 0*  
*level.dmroundlimit = 5 // round time limit in minutes*  
*level.clockside = kills // set to axis, allies, kills, or draw*  
*level waittill roundstart*  
*end*  
  
  
Ok, now repeat step 3 with each of these 6 files:  
  
C:\Program Files\EA GAMES\MOHAA\main\maps\DM\**Mohdm2.scr**  
C:\Program Files\EA GAMES\MOHAA\main\maps\DM\**Mohdm3.scr**  
C:\Program Files\EA GAMES\MOHAA\main\maps\DM\**Mohdm4.scr**  
C:\Program Files\EA GAMES\MOHAA\main\maps\DM\**Mohdm5.scr**  
C:\Program Files\EA GAMES\MOHAA\main\maps\DM\**Mohdm6.scr**  
C:\Program Files\EA GAMES\MOHAA\main\maps\DM\**Mohdm7.scr**  
  
Once you have done that to all the files, make sure you saved all the changes.  
  
**Step 4:**  
Ok, so now you’ve set up all your main map files so they will execute what ever  
items you want to add to the map when it loads. The next step is figuring out  
where you want to place items. Right click on the icon that you use to start Medal  
of Honor, then choose properties. You will see the word **target,** then something  
like this after it:  
  
**"C:\Program Files\EA GAMES\MOHAA\MOHAA.exe"**   
  
well after this add:  
  
**+set ui\_console 1**  
  
so now the target should look like:  
  
**"C:\Program Files\EA GAMES\MOHAA\MOHAA.exe" +set ui\_console 1**

**Step 5:**  
Now start the game, you should see a grey box like the one below (this is refered to  
as **console**):  
  
***NO PICTURE AVAILABLE***  
  
If you don’t see this box when the game starts up, then just press be button above tab, it’s this button **~**. Once you see that window, type this in there:  
  
**alias 1 "g\_gametype 2; wait; map dm/mohdm1"**  
  
From now on, just type the number 1 in console and you will start map1 which is Southern France.  
  
  
**Step 6:**  
  
Type 1 into console and you will load map 1, once loaded join a team and walk to the center of the bridge in the main part of town. Open your console and type the command coord and then were you are so you will remember what those coordinates are for later:  
  
EXAMPLE: **Coord CENTER OF THE BRIDGE**  
  
Hit enter. Your screen should look somewhat like the picture below now:  
  
***NO PICTURE AVAILABLE***  
  
The first set of numbers is the location of where you are. 227.94 refers to the north/south axis, if you   
  
change the number to be higher, you will move farther North, and if you change the number to be lower   
you will move farther south. 474.40 refers to the east/west axis, if you change the number to be higher,   
  
you will move farther West, and if you change the number to be lower you will move farther East. 384.13   
  
refers to the height, the higher the number, the higher the item is placed (this number is high in the picture

above because were on a bridge). The second set of numbers is not important. Once your screen looks   
  
like the one above press your screen shot button (normally F12) to take a picture of the coordinates.  
  
Now quit the game and go to the folder C:\Program Files\EA GAMES\MOHAA\main\screenshots and open   
  
the last file in that folder, that should be the picture of your screen with the coords on it. If it’s not, just go  
  
through your pictures until you see it. Leave that picture open. Open notepad up and open the file:  
  
**C:\Program Files\EA** **GAMES\MOHAA\main\maps\DM\fix1.scr**  
  
Now copy and paste the following into that file. (delete spaces between lines. There not needed)  
  
*local.fix1 = spawn script\_model*  
*local.fix1 model "static/vehicle\_bmwbike.tik"*  
*local.fix1.origin = ( 227.94 474.40 384.13 )*  
*local.fix1.angles = ( 0 0 0 )*  
*local.fix1.scale = 1.0*  
*local.fix1 ghost //Remove this line to make solid*  
  
You may change the word **solid** in the last line to **notsolid** if you want to be able to walk through it.  
  
Where you see **local.fix1.origin** you’ll notice the coordinates that we got earlier.

Just change those numbers and the object will be moved. Save that file and run the game. If you go to the bridge it should look like this now:

So now you know how to add things to your maps. Below is a list of items that you can try to  
spawn into your maps.  
  
Here is a list on what you can add:  
  
**Animals**:  
  
animal/cockroach.tik  
animal/german\_shepherd.tik  
  
**Emitters** such as smoke and fire:  
  
emitters/adamspark.tik  
emitters/aircraft\_explosion.tik  
emitters/barracks\_explosion.tik  
emitters/blowtorch\_cutter.tik  
emitters/breath\_emitter.tik  
emitters/breath\_steam\_emitter.tik  
emitters/bunker\_dust.tik  
emitters/concjibs\_1.tik  
emitters/ddaysmoke.tik  
emitters/ddaysmoke2.tik  
emitters/drip.tik  
emitters/electric\_arc.tik  
emitters/electric\_panelmelt.tik  
emitters/electrical\_fire.tik  
emitters/explosion\_bombdirt.tik  
emitters/explosion\_bombmetalwall.tik  
emitters/explosion\_bombwall.tik  
emitters/explosion\_bridge.tik  
emitters/explosion\_conflagration.tik  
emitters/explosion\_mine.tik  
emitters/explosion\_mine\_shockwave.tik  
emitters/explosion\_tank.tik  
emitters/fancyfire.tik  
emitters/fire.tik  
emitters/fireandsmoke.tik  
emitters/fireball\_matrix.tik  
emitters/firefill.tik  
emitters/fireflies.tik  
emitters/firegood.tik  
emitters/firescreen.tik  
emitters/firesmoke.tik  
emitters/fx\_explosion\_mine.tik  
emitters/fx\_leaves\_blowing.tik  
emitters/fx\_oceanspray.tik  
emitters/generic\_spark.tik  
emitters/gren\_exp.tik  
emitters/hexsmoke01.tik  
emitters/higgins\_mushroom.tik  
emitters/inferno.tik  
emitters/lanternflame.tik  
emitters/largewaterfall.tik  
emitters/lightswarmers\_large.tik  
emitters/lightswarmers\_small.tik  
emitters/linger\_smoke.tik  
emitters/m1dust1.tik  
emitters/m1dust2.tik  
emitters/m1dust3.tik  
emitters/metaljibs\_1.tik  
emitters/metaljibs\_2.tik  
emitters/model\_animation\_blank.tik  
emitters/mortar\_dirt.tik  
emitters/mortar\_dirt\_dustcloud.tik  
emitters/mortar\_dirt\_nebelwerfer.tik  
emitters/mortar\_dirt\_nosound.tik  
emitters/mortar\_higgins.tik  
emitters/nebelwerfer\_death.tik  
emitters/norbigstacksmoke.tik  
emitters/pipe\_steam.tik  
emitters/plane\_smoke.tik  
emitters/planesmoke.tik  
emitters/planesmokefly.tik  
emitters/planesmokeplume.tik  
emitters/planesmokeplumered.tik  
emitters/planesmokeplumeyellow.tik  
emitters/residual\_fire.tik  
emitters/roof\_popper.tik  
emitters/roof\_popper2.tik  
emitters/rooflift\_pj.tik  
emitters/senn\_smokey.tik  
emitters/sennsfence.tik  
emitters/shermansmoke.tik  
emitters/short\_grey\_fat\_trans.tik  
emitters/smoke\_airstrike\_crater.tik  
emitters/smoke\_smallfry.tik  
emitters/smokestack1.tik  
emitters/snowdrift.tik  
emitters/tankdust.tik  
emitters/tanksmoke.tik  
emitters/thin\_black\_short.tik  
emitters/thin\_long\_grey.tik  
emitters/wallsplitter.tik  
emitters/waterfall.tik  
emitters/welding\_spark.tik  
emitters/wide\_dark\_trans\_tall.tik  
emitters/wider\_black\_tall.tik  
  
**Furniture**:  
  
furniture/armchairposh.tik  
furniture/bunkerchair.tik  
furniture/bunkerchair\_d.tik  
furniture/bunkerchairstool.tik  
furniture/bunkerchairstool\_d.tik  
furniture/cardchair.tik  
furniture/cardtable.tik  
furniture/grillchair.tik  
furniture/interrogationchair.tik  
furniture/luxurychair.tik  
furniture/luxurychair\_d.tik  
furniture/luxuryfootrest.tik  
furniture/luxuryfootrest\_d.tik  
furniture/roundedchair.tik  
furniture/roundedchair\_d.tik  
furniture/simplechair.tik  
furniture/simplestool.tik  
furniture/stoolposh.tik  
furniture/table.tik  
furniture/woodchair.tik  
furniture/woodchair\_d.tik  
  
Use these to spawn **Characters** into your maps:  
  
human/1st-ranger\_captain.tik  
human/1st-ranger\_engineer.tik  
human/1st-ranger\_lieutenant.tik  
human/1st-ranger\_medic.tik  
human/1st-ranger\_private.tik  
human/1st-ranger\_private\_prisoner.tik  
human/1st-ranger\_sergeant.tik  
human/2nd-ranger\_captain.tik  
human/2nd-ranger\_engineer.tik  
human/2nd-ranger\_lieutenant.tik  
human/2nd-ranger\_medic.tik  
human/2nd-ranger\_private.tik  
human/2nd-ranger\_sergeant.tik  
human/allied\_airborne\_soldier.tik  
human/allied\_misc\_manon.tik  
human/allied\_oss\_man\_disguised.tik  
human/allied\_oss\_man\_m1.tik  
human/allied\_pilot.tik  
human/coxswain.tik  
human/dday\_29th\_private.tik  
human/dday\_29th\_private\_patient.tik  
human/dday\_29th\_private\_radio.tik  
human/dday\_engineer.tik  
human/dday\_ranger\_captain.tik  
human/dday\_ranger\_lieutenant.tik  
human/dday\_ranger\_medic.tik  
human/dday\_ranger\_private.tik  
human/dday\_ranger\_sergeant.tik  
human/deaths.tik  
human/german\_afrika\_grenadier.tik  
human/german\_afrika\_NCO.tik  
human/german\_afrika\_officer.tik  
human/german\_afrika\_private.tik  
human/german\_elite\_gestapo.tik  
human/german\_elite\_sentry.tik  
human/german\_hund\_hundpatrol.tik  
human/german\_kreigsmarine.tik  
human/german\_misc\_frogman.tik  
human/german\_misc\_kradschutzen-afrika.tik  
human/german\_misc\_kradshutzen.tik  
human/german\_misc\_scientist.tik  
human/german\_misc\_worker.tik  
human/german\_panzer\_grenadier.tik  
human/german\_panzer\_obershutze.tik  
human/german\_panzer\_shutze.tik  
human/german\_panzer\_tankcommander.tik  
human/german\_waffenss\_nco.tik  
human/german\_waffenss\_officer.tik  
human/german\_waffenss\_shutze.tik  
human/german\_wehrmact\_grenadier.tik  
human/german\_wehrmact\_NCO.tik  
human/german\_wehrmact\_officer.tik  
human/german\_wehrmact\_soldier.tik  
human/german\_winter\_type1.tik  
human/german\_winter\_type2.tik  
human/new\_generic\_human.tik  
  
Here are some **items** to spawn:  
  
items/bangalore.tik  
items/battery.tik  
items/binoculars.tik  
items/bratwurst.tik  
items/camera.tik  
items/cigarette.tik  
items/dm\_50\_healthbox.tik  
items/documents1a.tik  
items/documents1b.tik  
items/documents1c.tik  
items/documents1d.tik  
items/documents2a.tik  
items/documents2b.tik  
items/documents2c.tik  
items/documents2d.tik  
items/explosive.tik  
items/explosive2.tik  
items/flaregun.tik  
items/gasmask.tik  
items/gasmask\_pulse.tik  
items/item\_100\_healthbox.tik  
items/item\_25\_healthbox.tik  
items/item\_50\_healthbox.tik  
items/item\_bar\_weapon.tik  
items/item\_grenade\_ammobox.tik  
items/item\_heavy\_ammobox.tik  
items/item\_mg\_ammobox.tik  
items/item\_pistol\_ammobox.tik  
items/item\_rifle\_ammobox.tik  
items/item\_smg\_ammobox.tik  
items/naxosplans1.tik  
items/naxosplans2.tik  
items/naxosplans3.tik  
items/naxosplans4.tik  
items/officer\_uniform.tik  
items/papers.tik  
items/papers\_open.tik  
items/papers\_open2.tik  
items/papers2.tik  
items/pulse\_explosive.tik  
items/pulse\_explosive2.tik  
items/pulse\_papers1.tik  
items/pulse\_papers2.tik  
items/redvalve\_pulse.tik  
items/torpedo.tik  
items/walkietalkie.tik  
items/wirecutters.tik  
  
Some **Lights** to spawn:  
  
lights/ceilinglamp1.tik  
lights/chandalier.tik  
lights/fattablelamp.tik  
lights/glasslamp.tik  
lights/hang3lamp.tik  
lights/hang5lamp.tik  
lights/hanglamp.tik  
lights/lightbulb\_caged.tik  
lights/lightbulb\_caged\_red.tik  
lights/lightbulb\_caged\_red-lit.tik  
lights/swinging\_lantern.tik  
lights/tablelamp.tik  
lights/tiffanylamp.tik  
lights/wallsconce-candle.tik  
lights/wallsconce-cutglass.tik  
lights/wallsconce-frosted.tik  
lights/wallsconce-single.tik  
  
**Misc Objects** to spawn:  
  
miscobj/alarmswitch.tik  
miscobj/ammocrate.tik  
miscobj/attached\_clipboard.tik  
miscobj/barbwire\_long\_pulse.tik  
miscobj/beef.tik  
miscobj/book\_closed\_thick\_lavender.tik  
miscobj/book\_closed\_thin\_black.tik  
miscobj/book\_closed\_thin\_blue.tik  
miscobj/book\_closed\_thin\_green.tik  
miscobj/book\_closed\_thin\_red.tik  
miscobj/bottle\_condiment.tik  
miscobj/bottle\_medicine.tik  
miscobj/bottle\_rum.tik  
miscobj/bottle\_wine.tik  
miscobj/canteen.tik  
miscobj/cardhand01.tik  
miscobj/cardhand02.tik  
miscobj/cardpile.tik  
miscobj/cardsingle.tik  
miscobj/clipboard.tik  
miscobj/coffee\_kettle.tik  
miscobj/crane.tik  
miscobj/crate\_carry.tik  
miscobj/detonator.tik  
miscobj/detpack.tik  
miscobj/drinkglass.tik  
miscobj/electrical\_switch\_nopulse.tik  
miscobj/electrical\_switch\_pulse.tik  
miscobj/g\_magazine\_aderadler1.tik  
miscobj/g\_magazine\_arbeit1.tik  
miscobj/g\_magazine\_arbeit2.tik  
miscobj/g\_magazine\_derdeutsche.tik  
miscobj/g\_magazine\_derschulungsbrief.tik  
miscobj/g\_magazine\_diewehrmacht1.tik  
miscobj/g\_magazine\_diewehrmacht2.tik  
miscobj/g\_magazine\_diewehrmacht3.tik  
miscobj/g\_magazine\_frauenwarte1.tik  
miscobj/g\_magazine\_frauenwarte2.tik  
miscobj/g\_magazine\_frauenwarte3.tik  
miscobj/g\_magazine\_frauenwarte4.tik  
miscobj/g\_magazine\_frauenwarte5.tik  
miscobj/g\_magazine\_frauenwarte6.tik  
miscobj/g\_magazine\_frauenwarte7.tik  
miscobj/g\_magazine\_ib1.tik  
miscobj/g\_magazine\_ib2.tik  
miscobj/g\_magazine\_ib3.tik  
miscobj/g\_magazine\_ib4.tik  
miscobj/g\_magazine\_ib5.tik  
miscobj/g\_magazine\_ib6.tik  
miscobj/hammer.tik  
miscobj/helmet\_hand.tik  
miscobj/hidden\_cabinet\_a.tik  
miscobj/hidden\_cabinet\_b.tik  
miscobj/hidden\_cabinet\_c.tik  
miscobj/move\_hedgehog.tik  
miscobj/pencil.tik  
miscobj/phone\_roundbase.tik  
miscobj/phone\_squarebase.tik  
miscobj/picklock.tik  
miscobj/radar.tik  
miscobj/radio\_civilian.tik  
miscobj/radio\_military.tik  
miscobj/radio\_military\_pulsing.tik  
miscobj/searchlight.tik **luzes moha**  
miscobj/searchlightbase.tik  
miscobj/searchlightoff.tik  
miscobj/shortglass.tik  
miscobj/shotglass.tik  
miscobj/shotglass\_goldrimmed.tik  
miscobj/singlecard.tik  
miscobj/sledgehammer.tik  
miscobj/subcrane.tik  
miscobj/tallglass.tik  
miscobj/teaset.tik  
miscobj/trainswitch.tik  
miscobj/trainswitch\_pulsating.tik  
miscobj/welding\_mask.tik  
miscobj/welding\_tank.tik  
miscobj/welding\_torch.tik  
miscobj/wrench.tik  
  
You can also put **player models** in the map:  
  
player/allied\_Airborne.tik  
player/allied\_Airborne\_fps.tik  
player/allied\_Manon.tik  
player/allied\_Manon\_fps.tik  
player/allied\_Pilot.tik  
player/allied\_Pilot\_fps.tik  
player/allied\_SAS.tik  
player/allied\_SAS\_fps.tik  
player/american\_Army.tik  
player/american\_Army\_fps.tik  
player/american\_Ranger.tik  
player/american\_Ranger\_fps.tik  
player/german\_Afrika\_Officer.tik  
player/german\_Afrika\_Officer\_fps.tik  
player/german\_Afrika\_Private.tik  
player/german\_Afrika\_Private\_fps.tik  
player/german\_Elite\_Officer.tik  
player/german\_Elite\_Officer\_fps.tik  
player/german\_Elite\_Sentry.tik  
player/german\_Elite\_Sentry\_fps.tik  
player/german\_Kradshutzen.tik  
player/german\_Kradshutzen\_fps.tik  
player/german\_Panzer\_Grenadier.tik  
player/german\_Panzer\_Grenadier\_fps.tik  
player/german\_Panzer\_Obershutze.tik  
player/german\_Panzer\_Obershutze\_fps.tik  
player/german\_Panzer\_Shutze.tik  
player/german\_Panzer\_Shutze\_fps.tik  
player/german\_Panzer\_Tankcommander.tik  
player/german\_Panzer\_Tankcommander\_fps.tik  
player/german\_Scientist.tik  
player/german\_Scientist\_fps.tik  
player/german\_Waffenss\_Officer.tik  
player/german\_Waffenss\_Officer\_fps.tik  
player/german\_Waffenss\_Shutze.tik  
player/german\_Waffenss\_Shutze\_fps.tik  
player/german\_Wehrmacht\_Officer.tik  
player/german\_Wehrmacht\_Officer\_fps.tik  
player/german\_Wehrmacht\_Soldier.tik  
player/german\_Wehrmacht\_Soldier\_fps.tik  
player/german\_Winter\_1.tik  
player/german\_Winter\_1\_fps.tik  
player/german\_Winter\_2.tik  
player/german\_Winter\_2\_fps.tik  
player/german\_Worker.tik  
player/german\_Worker\_fps.tik  
  
  
Some **Posed Items**:  
  
posed/30cal\_posed.tik  
posed/allied\_pilot.tik  
posed/Allied\_ranger\_soldier.tik  
posed/allied\_resistance\_manon.tik  
posed/french\_resistance-jeff.tik  
posed/french\_resistance-paul.tik  
posed/German\_afrika\_grenedeir.tik  
posed/German\_afrika\_nco.tik  
posed/German\_afrika\_officer.tik  
posed/German\_afrika\_private.tik  
posed/German\_elite\_gestapo.tik  
posed/German\_elite\_sentry.tik  
posed/German\_hund\_hundpatrol.tik  
posed/German\_misc\_frogman.tik  
posed/German\_misc\_kradshutzen.tik  
posed/German\_misc\_scientist.tik  
posed/German\_panzer\_grenadier.tik  
posed/German\_panzer\_obershutze.tik  
posed/German\_panzer\_shutze.tik  
posed/German\_panzer\_tankcommander.tik  
posed/german\_shepherd.tik  
posed/German\_waffenss\_nco.tik  
posed/German\_waffenss\_officer.tik  
posed/German\_waffenss\_shutze.tik  
posed/German\_wehrmacht\_officer.tik  
posed/German\_wehrmact\_grenadier.tik  
posed/German\_wehrmact\_soldier.tik  
posed/German\_wehrmact\_soldier-v1.tik  
posed/German\_wehrmact\_soldier-v2.tik  
posed/German\_wehrmact\_soldier-v3.tik  
posed/German\_worker.tik  
posed/mg42\_posed.tik  
  
Here is the **main group of items** to spawn from:  
  
static/30cal\_crate.tik  
static/45cal\_crate.tik  
static/50cal\_crate.tik  
static/88shell.tik  
static/alarmbell.tik  
static/alarmswitch.tik  
static/ballpeen\_hammer.tik  
static/banquet\_table.tik  
static/barbwire.tik  
static/barbwire\_long.tik  
static/barbwire\_long\_one\_post.tik  
static/barbwire\_long\_two\_post.tik  
static/barbwire\_one\_post.tik  
static/barbwire\_post.tik  
static/barbwire\_tetra\_post.tik  
static/barbwire\_two\_post.tik  
static/basket1.tik  
static/bathroomsink.tik  
static/bathtub.tik  
static/bathtubwithshowerhead.tik  
static/bigbed.tik  
static/bigcircletable.tik  
static/bigfilecabinet.tik  
static/bighutch.tik  
static/bodies\_tarp.tik  
static/body\_german01.tik  
static/body\_us01.tik  
static/body\_us02.tik  
static/body\_us03.tik  
static/body\_us04.tik  
static/body\_us05.tik  
static/body\_us06.tik  
static/body\_usvest02.tik  
static/body\_usvest03.tik  
static/body\_usvest04.tik  
static/body\_usvest05.tik  
static/body\_usvest06.tik  
static/bookcase.tik  
static/bottle\_large.tik  
static/bottle\_small.tik  
static/bshelf-tall-thin.tik  
static/bshelf-tall-thin-damaged.tik  
static/bucket.tik  
static/bunkbed.tik  
static/bunkerbench.tik  
static/bunkerfan.tik  
static/bunkershelves.tik  
static/bunkerstove.tik  
static/bunkerstove\_ns.tik  
static/bunkertable.tik  
static/bunkertable\_ns.tik  
static/bush\_buckthorn.tik  
static/bush\_full.tik  
static/bush\_full\_heavyweather.tik  
static/bush\_ivycover.tik  
static/bush\_lowlyingleaves.tik  
static/bush\_regularbush.tik  
static/bush\_sappling.tik  
static/bush\_sparseshrub.tik  
static/bush\_winter\_denseshrub.tik  
static/bush\_winter\_fullshrub.tik  
static/cabinet\_dark.tik  
static/cabinet\_large.tik  
static/cabinet\_small.tik  
static/cabinet\_tall.tik  
static/card\_table.tik  
static/cart.tik  
static/cello.tik  
static/churchpew.tik  
static/circulartable.tik  
static/coat\_hanging\_stand.tik  
static/coatrack.tik  
static/conningtower.tik  
static/corona\_orange.tik  
static/corona\_reg.tik  
static/corona\_util.tik  
static/cot.tik  
static/cot\_nonstatic.tik  
static/cranebanner.tik  
static/cratelid1.tik  
static/cratelid2.tik  
static/curtain.tik  
static/curtain\_dirty.tik  
static/d\_backhull.tik  
static/d\_fronthull.tik  
static/deckofcards.tik  
static/desk.tik  
static/dish.tik  
static/doublemetalbed.tik  
static/drawing\_compass.tik  
static/dresser.tik  
static/exp\_crate1.tik  
static/exp\_crate1a.tik  
static/exp\_crate2.tik  
static/exp\_crate2a.tik  
static/exp\_crate3.tik  
static/exp\_crate3a.tik  
static/filter\_thing.tik  
static/fire.tik  
static/fireplaceset.tik  
static/flourbag-bent.tik  
static/flourbag-single.tik  
static/flourbag-stack.tik  
static/flowerpainting.tik  
static/flowerplate.tik  
static/fragcrate1.tik  
static/fragcrate1a.tik  
static/fryingpan.tik  
static/german\_lantern.tik  
static/german\_rations\_1.tik  
static/german\_rations\_2.tik  
static/grandfathers\_clock.tik  
static/grandfathers\_clock\_d.tik  
static/halfcouch.tik  
static/haystack.tik  
static/heat\_crate.tik  
static/hedgehog.tik  
static/hedgehog\_cluster\_three.tik  
static/hedgehog\_cluster\_two.tik  
static/hedgehog\_cluster\_two\_seperated.tik  
static/higginsxtrahull.tik  
static/hopechest.tik  
static/indycrate.tik  
static/jug.tik  
static/large\_desk.tik  
static/librarytable.tik  
static/librarytabledestroyed.tik  
static/lightbulb\_caged.tik  
static/lightbulb\_covered\_nowire.tik  
static/lightbulb\_covered\_on\_wire.tik  
static/lightbulb\_covered\_on\_wire\_short.tik  
static/lightbulb\_desertcage.tik  
static/lightbulb\_nowire.tik  
static/lightbulb\_on\_wire.tik  
static/lightbulb\_on\_wire\_s\_ns.tik  
static/lightbulb\_on\_wire\_short.tik  
static/lightpost\_globe.tik  
static/lightpost\_globe\_winter.tik  
static/lightpost\_sidemounted.tik  
static/lightpost\_sidemounted\_winter.tik  
static/lightpost\_triple.tik  
static/lightpost\_tripler\_winter.tik  
static/locker.tik  
static/locker\_ns.tik  
static/loveseat.tik  
static/loveseatdestroyed.tik  
static/lowerhull.tik  
static/messkit.tik  
static/metal\_file.tik  
static/metal\_funnel.tik  
static/metal\_mug.tik  
static/metalbench.tik  
static/metaldesk.tik  
static/metaldesk\_ns.tik  
static/mg42ammoboxwbelt.tik  
static/microphone.tik  
static/microphone\_ns.tik  
static/minepole.tik  
static/nazi\_crate.tik  
static/night\_stand.tik  
static/oldladypainting.tik  
static/opeltruck\_hoodopen.tik  
static/ornaterectable.tik  
static/ornaterectable\_d.tik  
static/oval\_table.tik  
static/peetrough.tik  
static/pens.tik  
static/pew\_damaged.tik  
static/phonograph.tik  
static/phonograph\_ns.tik  
static/piano.tik  
static/piano\_d.tik  
static/piperplane.tik  
static/pitcher.tik  
static/pitchfork.tik  
static/planningtable.tik  
static/plunger.tik  
static/pots.tik  
static/pounder.tik  
static/produce\_cart.tik  
static/projector.tik  
static/protractor.tik  
static/ramp\_quadleg.tik  
static/ramp\_tripleleg.tik  
static/rations\_sh.tik  
static/rock\_large.tik  
static/rock\_medium.tik  
static/rock\_winter\_large.tik  
static/rock\_winter\_medium.tik  
static/rolltop\_desk.tik  
static/round\_table.tik  
static/rubble\_bigpile.tik  
static/rubble\_smallpile.tik  
static/sandbag\_large\_semicircle.tik **proteção**  
static/sandbag\_large\_semicircle\_winter.tik  
static/sandbag\_link\_bottomcap.tik  
static/sandbag\_link\_bottomcap\_winter.tik  
static/sandbag\_link\_leftbend.tik  
static/sandbag\_link\_main.tik  
static/sandbag\_link\_main\_winter.tik  
static/sandbag\_link\_rightbend.tik  
static/sandbag\_link\_rightbend\_winter.tik  
static/sandbag\_link\_topcap.tik  
static/sandbag\_link\_topcap\_winter.tik  
static/sandbag\_longsegment.tik  
static/sandbag\_rightangle.tik  
static/sandbag\_small\_semicircle.tik  
static/sandbag\_small\_semicircle\_winter.tik  
static/scr536.tik  
static/screwdriver.tik  
static/servingplate.tik  
static/shovel.tik  
static/signpost\_caen.tik  
static/signpost\_stlo.tik  
static/signpost\_veret.tik  
static/signpost\_vierville.tik  
static/simpledesk.tik  
static/simpledesk\_ns.tik  
static/simplemetaldesk.tik  
static/simplerectable.tik  
static/single\_bed.tik  
static/single\_bed\_damaged.tik  
static/singlemetalbed.tik  
static/sliding\_ruler.tik  
static/small\_pitcher.tik  
static/smallfilecabinet.tik  
static/smallhutch.tik  
static/south\_africa\_ceramic\_pot\_1.tik  
static/south\_africa\_ceramic\_pot\_2.tik  
static/south\_africa\_ceramic\_pot\_3.tik  
static/south\_africa\_ceramic\_pot\_4.tik  
static/south\_africa\_ceramic\_pot\_5.tik  
static/south\_africa\_ceramic\_pot\_6.tik  
static/south\_africa\_ceramic\_pot\_7.tik  
static/speakerbox1.tik  
static/square\_table.tik  
static/square\_table\_red.tik  
static/stackedshelves.tik  
static/static\_6lamp.tik  
static/static\_airtank.tik  
static/static\_alarmbell.tik  
static/static\_atlas-echolot.tik  
static/static\_bangalore.tik  
static/static\_barometer.tik  
static/static\_bigswitch1.tik  
static/static\_bigswitch2.tik  
static/static\_cablespool\_empty.tik  
static/static\_cablespool\_full.tik  
static/static\_cagelight.tik  
static/static\_calendar.tik  
static/static\_clock1.tik  
static/static\_clock1a.tik  
static/static\_clock2.tik  
static/static\_clock3.tik  
static/static\_dieselrpm.tik  
static/static\_domelight.tik  
static/static\_electricbox1.tik  
static/static\_e-light.tik  
static/static\_enginecover.tik  
static/static\_enigmaclosed.tik  
static/static\_enigmaopen.tik  
static/static\_EOT.tik  
static/static\_EOT2.tik  
static/static\_germanhelmet\_wehrmact.tik  
static/static\_gyrocompass.tik  
static/static\_helmcontrol1.tik  
static/static\_helmcontrol2.tik  
static/static\_kriegsflag.tik  
static/static\_m1\_garand.tik  
static/static\_nazibanner.tik  
static/static\_nazibanner1a.tik  
static/static\_nazibanner1b.tik  
static/static\_nazibanner2.tik  
static/static\_naziflag1.tik  
static/static\_naziflag2.tik  
static/static\_panelknob-big.tik  
static/static\_panelknob-small.tik  
static/static\_periscope.tik  
static/static\_powerbox1.tik  
static/static\_powerbox2.tik  
static/static\_powerpanel.tik  
static/static\_radio2.tik  
static/static\_radiostation1.tik  
static/static\_radiostation2.tik  
static/static\_radiostation3.tik  
static/static\_radiostation4.tik  
static/static\_ruddergauge1.tik  
static/static\_ruddergauge2.tik  
static/static\_sub\_bunk.tik  
static/static\_subalarmbell.tik  
static/static\_subclock.tik  
static/static\_subhatch.tik  
static/static\_subradio1.tik  
static/static\_substool.tik  
static/static\_subvalve-big-black1.tik  
static/static\_subvalve-big-black2.tik  
static/static\_subvalve-big-grey1.tik  
static/static\_subvalve-big-grey2.tik  
static/static\_subvalve-big-red.tik  
static/static\_subvalve-med-black1.tik  
static/static\_subvalve-med-black2.tik  
static/static\_subvalve-med-grey1.tik  
static/static\_subvalve-med-grey2.tik  
static/static\_subvalve-med-red.tik  
static/static\_subvalve-small-black1.tik  
static/static\_subvalve-small-black2.tik  
static/static\_subvalve-small-grey1.tik  
static/static\_subvalve-small-grey2.tik  
static/static\_subvalve-small-red.tik  
static/static\_tempgauge.tik  
static/static\_thompsonsmg.tik  
static/static\_tiefenmesser.tik  
static/static\_torpedo.tik  
static/static\_us-helmet\_29th.tik  
static/static\_us-helmet\_29th-net.tik  
static/static\_us-helmet\_captain.tik  
static/static\_us-helmet\_engineer01.tik  
static/static\_us-helmet\_engineer02.tik  
static/static\_us-helmet\_ltnt.tik  
static/static\_us-helmet\_medic.tik  
static/static\_ushelmet\_private.tik  
static/static\_ushelmet\_private\_net.tik  
static/static\_us-helmet\_private\_net\_cig.tik  
static/static\_us-helmet\_sergeant.tik  
static/static\_valvetree.tik  
static/steilhangrenate.tik  
static/switch1.tik  
static/switch2.tik  
static/tablewithumbrella.tik  
static/tent.tik  
static/toilet.tik  
static/toilet\_short.tik  
static/toolbox\_closed.tik  
static/toolbox\_opened.tik  
static/towel.tik  
static/townbell.tik  
static/tree\_birch.tik  
static/tree\_commontree.tik  
static/tree\_juniper.tik  
static/tree\_oak.tik  
static/tree\_regularpalm.tik  
static/tree\_shortpalm.tik  
static/tree\_smallyucca.tik  
static/tree\_squatpalm.tik  
static/tree\_stump.tik  
static/tree\_tallyucca.tik  
static/tree\_winter\_fillpine.tik  
static/tree\_winter\_midpine.tik  
static/tree\_winter\_smallpine.tik  
static/tree\_winter\_tallpine.tik  
static/tree\_winter\_thicktrunk.tik  
static/tree\_winter\_thintrunk.tik  
static/trunk.tik  
static/typewriter.tik  
static/typewriter\_ns.tik  
static/uboat.tik  
static/upperhull.tik  
static/upperhull2.tik  
static/upperhull3.tik  
static/v2.tik  
static/vanity.tik  
static/vehicle\_bmwbike.tik  
static/vehicle\_c47.tik  
static/vehicle\_car\_burnt.tik  
static/vehicle\_car\_rusted.tik  
static/vehicle\_dtruck\_burnt.tik  
static/vehicle\_dtruck\_rusted.tik  
static/vehicle\_european\_car\_grey.tik  
static/vehicle\_european\_car\_silver.tik  
static/vehicle\_european\_car\_tan.tik  
static/vehicle\_european\_delivery\_truck\_green.tik  
static/vehicle\_european\_delivery\_truck\_grey.tik  
static/vehicle\_european\_delivery\_truck\_red3.tik  
static/vehicle\_fockwulf.tik  
static/vehicle\_gmctruck.tik  
static/vehicle\_higgins.tik  
static/vehicle\_jeep.tik  
static/vehicle\_ktigertank.tik  
static/vehicle\_m3.tik  
static/vehicle\_mercedes.tik  
static/vehicle\_opeltruck.tik  
static/vehicle\_opeltruck\_green.tik  
static/vehicle\_panzer\_iv\_europe.tik  
static/vehicle\_sdkfz.tik  
static/vehicle\_shermantank.tik  
static/vehicle\_shermantank\_dead.tik  
static/vehicle\_stuka.tik  
static/vehicle\_tigertank.tik  
static/vehicle\_tigertankDSRT.tik  
static/vent\_valve.tik  
static/w\_parkbench.tik  
static/wagon.tik  
static/wardrobe.tik  
static/wardrobe\_damaged.tik  
static/welding\_torch.tik  
static/whiteplate.tik  
static/wicker\_basket\_1.tik  
static/wicker\_basket\_2.tik  
static/wicker\_basket\_3.tik  
static/widepainting.tik  
static/winecasks.tik  
static/wirerailholder.tik  
static/woodbucket.tik  
static/woodenspoon.tik  
static/worklamp.tik  
static/worktable.tik // dirty foldable single person table  
static/worndowntable.tik  
static/wrenches.tik

**Vehicles** to spawn:  
  
vehicles/bmwbike.tik  
vehicles/bmwbike\_d.tik  
vehicles/bp44train.tik  
vehicles/c47.tik  
vehicles/c47fly.tik  
vehicles/european\_car\_grey.tik  
vehicles/european\_car\_silver.tik  
vehicles/european\_car\_tan.tik  
vehicles/european\_delivery\_truck\_green.tik  
vehicles/european\_delivery\_truck\_grey.tik  
vehicles/european\_delivery\_truck\_red3.tik  
vehicles/fockwulf.tik  
vehicles/fockwulf\_d.tik  
vehicles/fockwulffly.tik  
vehicles/gmctruck.tik  
vehicles/gmctruck\_opening.tik  
vehicles/gmctruckpath\_opening.tik  
vehicles/higgins.tik  
vehicles/higgins\_damage.tik  
vehicles/higginsdoor.tik  
vehicles/higginslite.tik  
vehicles/higginslite\_soldiers.tik  
vehicles/higginsxtrahull.tik  
vehicles/jeep.tik  
vehicles/jeep\_30cal.tik  
vehicles/jeep\_30cal\_viewmodel.tik  
vehicles/jeep\_bench.tik  
vehicles/kingcannon.tik  
vehicles/kingcannon\_d.tik  
vehicles/kingsmgun.tik  
vehicles/kingtank.tik  
vehicles/kingtank\_all\_d.tik  
vehicles/kingtank\_d.tik  
vehicles/m3.tik  
vehicles/mercedes.tik  
vehicles/opeltruck.tik  
vehicles/opeltruck\_d.tik  
vehicles/opeltruckgreen.tik  
vehicles/opeltruckgreen\_canopy.tik  
vehicles/opeltruckgreen\_d.tik  
vehicles/p47.tik  
vehicles/p47fly.tik  
vehicles/panzer\_cannon.tik  
vehicles/panzer\_cannon\_europe.tik  
vehicles/panzer\_iv.tik  
vehicles/panzer\_iv\_d.tik  
vehicles/panzer\_iv\_eud.tik  
vehicles/panzer\_smgun.tik  
vehicles/panzer\_smgun\_europe.tik  
vehicles/panzer\_tank.tik  
vehicles/panzer\_tank\_europe.tik  
vehicles/sdkfz.tik  
vehicles/sdkfz\_afrika.tik  
vehicles/sdkfz\_desert\_d.tik  
vehicles/sdkfz\_green\_d.tik  
vehicles/sdkfz\_mg42.tik  
vehicles/sdkfz\_shield.tik  
vehicles/shermantank.tik  
vehicles/shermantank\_damaged.tik  
vehicles/static\_higginsdoor.tik  
vehicles/stuka.tik  
vehicles/stuka\_d.tik  
vehicles/stuka\_dsrt\_fly.tik  
vehicles/stuka\_dsrt\_prop.tik  
vehicles/stuka\_fly.tik  
vehicles/stuka-desert.tik  
vehicles/stukadesrt\_d.tik  
vehicles/tigercannon.tik  
vehicles/tigercannondead.tik  
vehicles/tigersmgun.tik  
vehicles/tigertank.tik  
vehicles/tigertank\_d.tik  
vehicles/tigertank\_damaged.tik  
vehicles/tigertank\_wot\_d.tik  
vehicles/tigertankdsrt.tik  
vehicles/truck2path\_opening.tik  
vehicles/uboat.tik  
vehicles/vehicle\_car\_burnt-notstatic.tik  
vehicles/vehiclesoundentity.tik

**Weapons** to spawn:  
  
weapons/weapons/bar.tik  
weapons/bazooka.tik  
weapons/colt45.tik  
weapons/kar98.tik  
weapons/KAR98sniper.tik  
weapons/m1\_garand.tik  
weapons/m2frag\_grenade.tik  
weapons/m2frag\_grenade\_sp.tik  
weapons/m2frag\_grenade\_sp\_start.tik  
weapons/mp40.tik  
weapons/mp44.tik  
weapons/p38.tik  
weapons/panzerschreck.tik  
weapons/shotgun.tik  
weapons/silencedpistol.tik  
weapons/springfield.tik  
weapons/static\_KAR98.tik  
weapons/steilhandgranate.tik  
weapons/steilhandgranate\_start.tik  
weapons/thompsonsmg.tik