

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.dmrroundlimit = 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 referred to as **console**):

NO PICTURE AVAILABLE

If you don't see this box when the game starts up, then just press the 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 where 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/chandelier.tik
lights/fatablelamp.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_wehrmacht_grenadier.tik
posed/German_wehrmacht_soldier.tik
posed/German_wehrmacht_soldier-v1.tik
posed/German_wehrmacht_soldier-v2.tik
posed/German_wehrmacht_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_dieslrpm.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_smalllyucca.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/uboa.t.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/uboa.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