**The .scr file**

**I have to confess I am not sure what a lot of this does, I know some of it because I have played around with it until my .pk3 files work. So I will show you just enough, Some of you may read some of this and think "Feckin idiot!!" You're probably right. The red writing is just for your information, don't put it your script.**

// those forward slashes make the game ignore whats written afterwards..  
// ARCHITECTURE: You Your name here  
// SCRIPTING: You your name here too  
main:  
// set scoreboard messages  
setcvar "g\_obj\_alliedtext1" ""  
setcvar "g\_obj\_alliedtext3" ""  
setcvar "g\_obj\_axistext1" ""  
setcvar "g\_obj\_axistext2" ""  
setcvar "g\_obj\_axistext3" ""  
setcvar "g\_scoreboardpic" "none"  
  
//call additional stuff for playing this map round based is needed  
if(level.roundbased)  
thread roundbasedthread  
  
$world farplane 6000  
$world farplane\_color (0.675 0.663 0.651) This gives your map fog and sets its colour  
exec global/ambient.scr mohdm2 Gives your map the same background sounds as Mohdm2  
  
level waitTill prespawn  
  
//\*\*\* Precache Dm Stuff  
exec global/DMprecache.scr  
  
exec global/weather.scr Need this if you have rain   
  
level.script = maps/dm/test.scr Substitute "test" for your map name  
  
thread random\_explode1  
  
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 = 1 // 1 or 0 With a 1 there you can respawn   
level.dmroundlimit = 5 // round time limit in minutes  
level.clockside = kills // set to axis, allies, kills, or draw  
  
level waittill roundstart  
  
end