

# 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

//-----
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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
```