

# The .Shader file

**As far as I can tell this file just tells MOH about the load image, the red writing is just for your information, don't put it your script**

```
test Your map name here
{
nomipmaps
nopicmip
cull none
force32bit
surfaceparm nolightmap
{
map $whiteimage
}
{
clampMap textures/mohmenu/dmloading/test.tga test.tga is the
picture in the load screen
blendfunc gl_one_minus_src_alpha gl_src_alpha
}
}
```