**The .urc file**

**This seems to set up the parameters for the menu and the load screen, again the red writing is just for your information, don't put it your script. Make sure you save it with the name loading\_yourmapname.urc**

menu "dm/test" 640 481 NONE 0 Change "dm/test" to "dm/your map name"  
bgcolor 0 0 0 1   
borderstyle NONE  
bgfill 0 0 0 1  
fullscreen 1  
//vidmode 3  
//fadein 0.5  
virtualres 1  
postinclude ui/loadingbar.txt  
  
resource  
Label  
{  
name "Default"  
rect 0 248 256 256  
fgcolor 1.00 1.00 1.00 1.00  
bgcolor 0.50 0.50 0.50 0.00  
borderstyle "NONE"  
shader "paper"  
}  
resource  
Label  
{  
name "Default"  
rect 248 248 256 256  
fgcolor 1.00 1.00 1.00 1.00  
bgcolor 0.50 0.50 0.50 0.00  
borderstyle "NONE"  
shader "paper"  
}  
resource  
Label  
{  
name "Default"  
rect 496 248 256 256  
fgcolor 1.00 1.00 1.00 1.00  
bgcolor 0.50 0.50 0.50 0.00  
borderstyle "NONE"  
shader "paper"  
}  
resource  
Label  
{  
name "Default"  
rect 496 0 256 256  
fgcolor 1.00 1.00 1.00 1.00  
bgcolor 0.50 0.50 0.50 0.00  
borderstyle "NONE"  
shader "paper"  
}  
resource  
Label  
{  
name "Default"  
rect 248 0 256 256  
fgcolor 1.00 1.00 1.00 1.00  
bgcolor 0.50 0.50 0.50 0.00  
borderstyle "NONE"  
shader "paper"  
}  
resource  
Label  
{  
name "Default"  
rect 0 0 256 256  
fgcolor 1.00 1.00 1.00 1.00  
bgcolor 0.50 0.50 0.50 0.00  
borderstyle "NONE"  
shader "paper"  
}  
resource  
Label  
{  
name "Default"  
rect 0 0 640 480  
fgcolor 1.00 1.00 1.00 1.00  
bgcolor 0.50 0.50 0.50 0.00  
borderstyle "NONE"  
shader "shadow"  
}  
resource  
Label  
{  
name "Default"  
rect 0 0 640 480  
fgcolor 1.00 1.00 1.00 1.00  
bgcolor 0.50 0.50 0.50 0.00  
borderstyle "NONE"  
shader "wrinkles"  
}  
resource  
Label  
{  
name "Default"  
rect 80 32 480 368  
fgcolor 1.00 1.00 1.00 1.00  
bgcolor 1.00 1.00 1.00 0.00  
borderstyle "NONE"  
shader "white"  
}  
resource  
Label  
{  
name "Default"  
rect 80 32 480 368  
fgcolor 1.00 1.00 1.00 1.00  
bgcolor 1.00 1.00 1.00 0.00  
borderstyle "NONE"  
shader "sepiaoverlay"  
}  
resource  
Label  
{  
name "Default"  
rect 96 48 448 336  
fgcolor 1.00 1.00 1.00 1.00  
bgcolor 1.00 1.00 1.00 0.00  
borderstyle "NONE"  
shader "test" Replace "test" with your map name  
}  
resource  
Label  
{  
name "Default"  
rect 76 28 64 64  
fgcolor 1.00 1.00 1.00 1.00  
bgcolor 1.00 1.00 1.00 0.00  
borderstyle "NONE"  
shader "ul\_corner"  
}  
resource  
Label  
{  
name "Default"  
rect 500 28 64 64  
fgcolor 1.00 1.00 1.00 1.00  
bgcolor 1.00 1.00 1.00 0.00  
borderstyle "NONE"  
shader "ur\_corner"  
}  
resource  
Label  
{  
name "Default"  
rect 500 340 64 64  
fgcolor 1.00 1.00 1.00 1.00  
bgcolor 1.00 1.00 1.00 0.00  
borderstyle "NONE"  
shader "lr\_corner"  
}  
resource  
Label  
{  
name "Default"  
rect 76 340 64 64  
fgcolor 1.00 1.00 1.00 1.00  
bgcolor 1.00 1.00 1.00 0.00  
borderstyle "NONE"  
shader "ll\_corner"  
}  
resource  
Label  
{  
title "My map" Replace "my map" with the title of your map, this shows up in the load screen  
name "Default"  
rect 72 408 496 32  
fgcolor 1.00 1.00 1.00 1.00  
bgcolor 0.00 0.00 0.00 0.00  
borderstyle "NONE"  
font facfont-20  
  
}  
end.