

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.
```