**Installing MOHRadiant**

**OK, first of all, make sure you got mohradiant downloaded, you can do this in my download section under mapping.  
Ready to begin?  
Los gets! (let's go!)  
Open the zip-file, then extract mohradiant to ... (i extracted it to C:/program files/mohaa tools)  
Now, open the map mohaa tools wher you installed the zip file, and copy the entdefs.pk3.  
Place it in the Mohaa/main folder. (mine is C:/program files/Ea games/mohaa/main)  
Now, open MOHRadiant.exe (in your mohaatools directory), there comes a weard window, just ignore it, we will come back on this later!  
In the map creator, click on file/project settings, in the window that came on your screen put in this: basepath: c:\program files\ea games\mohaa\  
         mapspath: c:\program files\ea games\mohaa\main\maps\dm (if you create single player leave dm away, and if you do an objectif place obj, dm is the other ones, if you don't have a maps\... directory, create one)  
         autosave:  c:\program files\ea games\mohaa\main\maps\dm (if you create single player leave dm away, and if you do an objectif place obj, dm is the other ones, if you don't have a maps\... directory, create one)  
         rshcmd: don't put anything in here!  
         entitydir: code/  
         modelmask: \*.tik  
         moddir: main  
Now click OK!  
  
This was it! You'll be fully set for the creating of a map!**