**Installing MBuilder**

**K, ya know, if you don't have Mbuilder, you couldn't do much here,  
so download Mbuilder from my download section, downloaded it??  
now don't go crazy like: Why doesn't it shows my maps? Why doesn't it compiles?  
You'll find all your answers here, on this page Ya Know!  
OK, los gets! (let's go!)  
  
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Got out with installing Mbuilder??  
now open Mbuilder up! In there, you'll see "BSP options" VIS options" "Light options", you wont need them! Leave them for what they are!  
Now, over to the real work, click on "game directory", mine is C:/program files/EA games/mohaa.  
Ready? Over to "compiler directory", mine is C:/program files/MOHAA Tools.  
Now, at least, "Map source directory", it gotta be Mohaa/Main/maps, and if you're doing death matches you put after maps /dm, and for objective put there /obj, mine is: C:/program files/EA games/Mohaa/main/maps.  
Click on OK!  
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Hit other options, here you'll see some options, if you're making a single player map, put it on single player, for death match and objective match, do it the same, but put it on the death match or objective match option!  
All pause buttons gotta be off!  
Put in for the command line for moh:aa: +set developer 1 +set thereisnomonkey 1 +set ui\_cosole 1  
  
Hit ok!  
Now hit refresh maps, exit Mbuilder, if you wanna compile, then highlight your map, and hit compile now!  
A Dos prompt will come then, that is complete normal ya know!  
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Now, if you save your map in MOHradiant, then it got to be in the right directory, so you gotto do exact what i tell you!  
Save it to mohaa/main/maps/... (for death match dm, for objective match obj and for single player just mohaa/main/maps).  
This is the only way to let Mbuilder compile right, now click on, still in MOHradiant, "BSP"  
"bsp\_BSP","bsp\_Vis" and "bsp\_Light".  
Now you'll get your BSP, VIS and Light file.  
DON'T FORGET WHAT I SAID, "DO EXACT WHAT I TELL YOU", THIS IS VERRY IMPORTANT!  
If you wanna test your map, go in mohaa, for single player, open the console with the "tilde key" (the one under escape) and type in: map YOURMAPNAME. (where yourmapname is, type the name of your map!)  
This should do it! Way to go man!  
  
  
NOTE:  
IN THE NAME OF YOUR MAP, NEVER PUT SPACES, IT WONT COMPILE!**