**Making a script for your map**

**Ok, we gotta make a script right now, it wont be easy!  
But if you allready came here it wont be that hard ya know.  
OK, let's get to the point!  
  
Los gets! (Let's go!)  
  
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Think you're ready?  
Here it comes, just copy and paste wath i say to copy!  
  
the text in red will be the explenation, the one in green will be the one to copy!  
  
//dog screen<--------------------------------------Name this to the level  
//ARCHITECTURE: <[AOS]> Vanmeert<--- This and the one below gotta be your screenname  
//SCRIPTING: <[AOS]> Vanmeert  
  
main:  
  
//set scoreboard messages   
setcvar "g\_obj\_Alliedtext1" "DIE"<---------This is only for objective matches  
setcvar "g\_obj\_Alliedtext2" ""  
setcvar "g\_obj\_Alliedtext3" ""  
setcvar "g\_obj\_Axistext1" ""  
setcvar "g\_obj\_Axistext2" ""  
setcvar "g\_obj\_Axistext3" ""  
  
setcvar "g\_scoreboardpic" "none"<---------This must be "none", this is for when you add a loadscreen  
  
  
level waitTill prespawn  
  
//\*\*\*precache Dm stuff  
exec global/DMprecache.scr  
  
level.script=maps/dm/test\_omaha\_new.scr<-This gots to be the place and the name of your .scr file that you are making!  
  
level waittil spawn  
  
end  
  
  
Copy it in to a word pad file and save it as "thenameofyourmap.scr", and make shure that you putted it on all files!  
Mine is: C:\program files\EA GAMES\MOHAA\main\maps\dm\test\_omaha\_new.scr  
You must save it in the folder where your map is saved!  
  
That was it! Make shure that you leave the red out!  
  
Onto the next tutorial!**