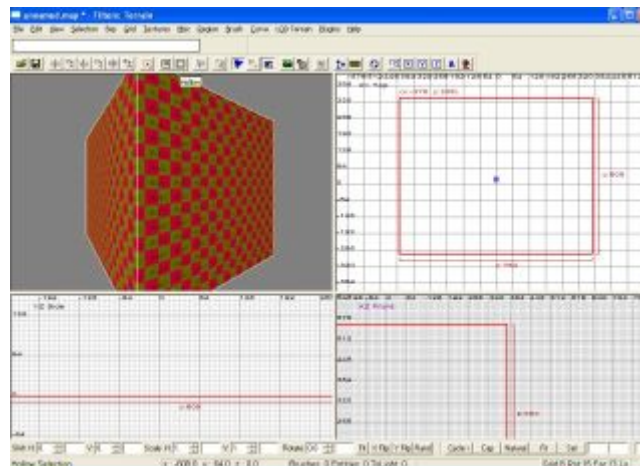


This tutorial will briefly describe how to create a basic one-room map. (by SWH.PVT)

1st – Create a reasonably sized brush.

Drag your mouse in the xy-axes; what you have created is called a brush. Good, now make the dimensions of the brush something like 500 units by 500 units. In this view, you can only make changes in the x- and y-coordinates. It'll be a good idea to add some height for player(s) to move around. In either the xz- or yz-axes, press your mouse button right above the brush and drag up, this will increase the height of the brush. Extend the height to say 600 units. Great! You should now have something that looks like the following.

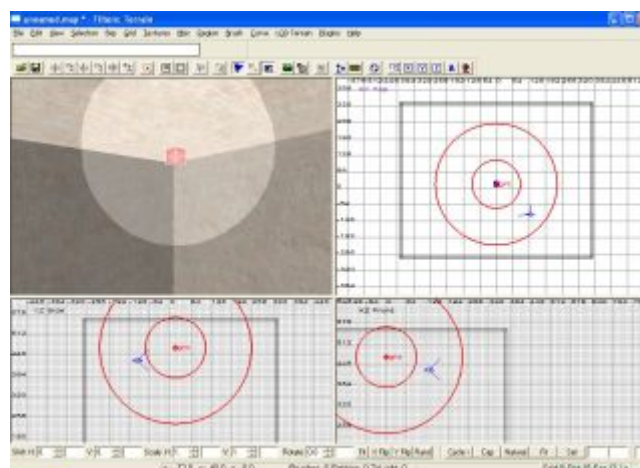


If you're going to get serious about mapping, then it would be a good idea to get in the habit of texturing your brushes with what's known as caulk. However, I'll skip this step as it's not pertinent to an introduction. With the brush still selected, press the button that's located right above that little yellow box in the pic to the left. This is the Hollow button, and it isn't the best way to create rooms, but it will suffice for this tutorial. What Hollow does is implied by its name, it hollows out the interior of solid brushes. Also note that you now have 6 different brushes instead of just one. Good, you now have essentially a room.

2nd – Apply textures to the brushes.

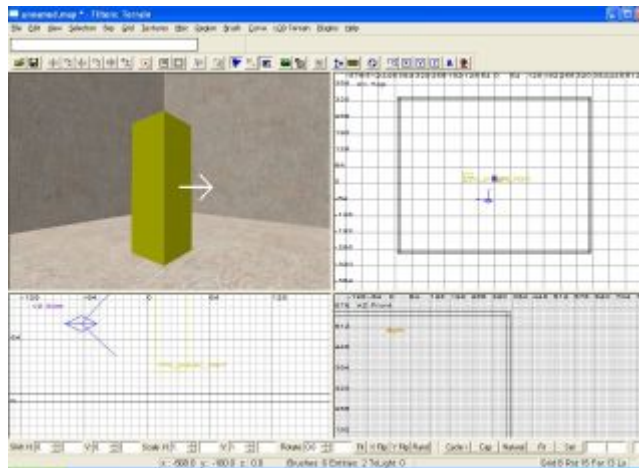
&

3rd – Add some lights to the room.



With the brushes still selected, navigate to textures on the menu bar, and find algiers. Now press the "T" button on your keyboard to bring up the textures window. You can just select the first texture that you see to use for your brush. Good! Deselect by using the escape key. You're going to also need light to see in your map, else it's going to be real dark. Right-click in one of the 2D views and select light. It's that easy! Just make sure to put your light in a good location to illuminate your map. Then deselect the light.

4th – Add a spawn point.



Another essential component of all maps is a spawn point; that is, the location of where your player will enter the map. Right-click in one of the 2D views and select info, player, and then start. Again, make sure to put the spawn point in a good location. For starters, make sure that the spawn is even located in the map. Secondly, make sure that the spawn is not partially "inside" a brush; otherwise, your player may be "stuck" inside the brush, essentially being in a vegetative state. Don't forget to deselect the spawn.

5th – Play and have fun.



Below is a pic of the finished project. It is indeed a simple one-room map. I've provided a link which will take you to the site where I've uploaded this tut map. Directions are real simple: download the file, unzip, and then move the included pk3 file into the "main" folder of mohaa. Again, all you have to do is simply place mymap.pk3 in the main. The default path for the main is C:\Program Files\EA GAMES\MOHAA\main. Good! Now fire up the video game, and start a Free For All game, and then under select a map, you should now be able to select mymap. The map will then proceed to load . . .)

[Click here to download the map file.](#)

NOTE: This tutorial was part of a project for a web-site designing class. I copied and pasted from the html, but the exact formatting was lost.

Comment Neillomax: Bad boy. I never hollow out. I make the "walls" using seperate brushes. To texture them I select the inside surfaces where the player will see, hit cntl/shift/lmb to highlight that surface, and then pick a texture/deselect..... I always select caulk right off the bat and create almost everything with it.