|  |
| --- |
| **Custom Load Screen** |
| **What we are going to do:** |
| We are going to make a custom loading screen for your map. You know, how a picture of your map appears when it is loading to play! Good! |
|  |
| **Get Going!** |
| Okay, when you play your map, find the spot you want to take a picture of and hit "F12"  Then go to mohaa\main\screenshots and open it up.  Oh, I use Photoshop 6.0 so that is what I am going to teach in!  Okay, when you screen shot is open, crop it so it is 512x512px.  Save it as a 32-bit ".tga" file w/the name "testload.tga".  Also make a folder named "textures" w/a subfolder named "mohmenu" and another subfolder named "dmloading" and place your picture in there!  http://web.archive.org/web/20040107085443im_/http:/users.1st.net/kimberly/Tutorial/loadingscreen/folders.jpg  Good!  **IMPORTANT** DO NOT PUT ANY OF THE **GREEN** TEXT IN YOUR .SCR!  Now open up your [.scr](http://web.archive.org/web/20040107085443/http:/users.1st.net/kimberly/Tutorial/scr.htm) file and make sure your "g\_scoreboardpic" is "none":   |  | | --- | | // Tester // ARCHITECTURE: Cody "Nemesis" O. // SCRIPTING: Cody "Nemesis" O. main:  // set scoreboard messages setcvar "g\_obj\_alliedtext1" "test" setcvar "g\_obj\_alliedtext2" "" setcvar "g\_obj\_alliedtext3" "" setcvar "g\_obj\_axistext1" "test" setcvar "g\_obj\_axistext2" "" setcvar "g\_obj\_axistext3" ""  setcvar "g\_scoreboardpic" "none" <-----See just put this in YOUR .SCR!!!!!!!!!!!!!!!!  exec global/exploder.scr  level waitTill prespawn  //\*\*\* Precache Dm Stuff exec global/DMprecache.scr  level.script = maps/dm/test.scr  exec global/ambient.scr test  //$world farplane 5000 //$world farplane\_color (.333 .333 .329)  level waittill spawn  end | |  |   ((((((REMEMBER YOU ARE USING YOUR .SCR, THIS IS MINE))))  Save it as...well lets use "test" so save it as "test.scr"  Now lets make the .shader for your pic.  So open up note pad and copy this in it:   |  | | --- | | test <----Name of what ever you saved your .scr as, ours is test! { nomipmaps nopicmip cull none force32bit surfaceparm nolightmap { map $whiteimage } { clampMap textures/mohmenu/dmloading/testload.tga <---This is the directory/name of your picture you saved. blendfunc gl\_one\_minus\_src\_alpha gl\_src\_alpha } } |   Good, make a folder named "scripts" and save that in it as "test.shader"  Now lets make the part that actually loads everything, so copy all this into notpad:   |  | | --- | | menu "dm/test" 640 481 NONE 0 <---Change the "dm/test" to whatever your map name is, ours it test!  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 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 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 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 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 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 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" <---Put the name of the shader we made, which is test. } 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 "Just a Test" <--Name of your map, which will show up at the bottom of 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 "RAISED" font facfont-20 //font courier16 } end. |   Good, now make a folder named "ui" and save this in it as "loading\_test.urc"  Now put all these folders, including the texture folder, in a .pk3 file and your good to go!  http://web.archive.org/web/20040107085443im_/http:/users.1st.net/kimberly/Tutorial/downloadable.jpg  [Pakscape](http://web.archive.org/web/20040107085443/http:/users.1st.net/kimberly/Tutorial/down.htm) is the best to use, if you want to make .pk3 files.  Here are pics of my pakscape setup:   |  |  | | --- | --- | | http://web.archive.org/web/20040107085443im_/http:/users.1st.net/kimberly/Tutorial/loadingscreen/mine1.jpg | http://web.archive.org/web/20040107085443im_/http:/users.1st.net/kimberly/Tutorial/loadingscreen/2.jpg | |  | http://web.archive.org/web/20040107085443im_/http:/users.1st.net/kimberly/Tutorial/loadingscreen/4.jpg |   **IMPORTANT**: When you want to test your screen, move your .bsp out of you dm folder..does not matter where you put it, just as long as it is not there, b/c if it is there, MOH will try to run it, and not you pk3!  **Tip**: "You can insert a image as loading screen without editing it with a photo editor just put your reselution on 800x600x16 bit and put that image in the file that works also." -Peter [hh.arentsen@quicknet.nl] |