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| **Configuring MBuilder** |
| **What we are going to do:** |
| We will Configure MBuilder so we can compile our maps and test them! |
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| **Get Going!** |
| Well download [MBuilder](http://web.archive.org/web/20031231020641/http:/users.1st.net/kimberly/Tutorial/downloads/MBuilder.zip), and install it. Open "Mbuilder.exe"  YOU MUST HAVE EVERYTHING INSTALLED IN THE DEFAULT PLACES:  Medal Of Honor: Allied Assault- C:\Program Files\EA GAMES\MOHAA --you may be able to have it on another drive. Ex "D:" "E:"  MOHRadiant- C:\Program Files\MOHAATools  Mbuilder- You can have this anywhere, it is just 1 .exe file  **WARNING** ALL OF THESE SETTINGS MUST BE MET! EVERYTHING MUST BE INSTALLED IN THE DEFAULT PLACE OR MBUILDER WILL NOT WORK!  Okay, now double click on the MBuilder.exe file and you will get a screen that looks like this:  http://web.archive.org/web/20051031085223/http://users.1st.net/kimberly/Tutorial/Mbuilder/1st.jpg  1st- Leave these setting alone, do not change them:  BSP Options VIS Options LIGHT Options  2nd- If you have everything installed to the default settings, you can copy and paste these directories. Set up the directories so they point to where your stuff is:  Game Directory- C:\PROGRA~1\EAGAME~1\MOHAA Compile Directory- C:\PROGRA~1\MOHAAT~1 --This is where MOHRadiant is, not MBuilder Map Source Directory- C:\PROGRA~1\EAGAME~1\MOHAA\main\maps\dm --You can change the map directory: Objective maps- C:\PROGRA~1\EAGAME~1\MOHAA\main\maps\obj Single Player Maps- C:\PROGRA~1\EAGAME~1\MOHAA\main\maps\  Now hit the "Refresh Maps" button, then close the builder.  Open it back up and there is your map!  http://web.archive.org/web/20051018110705/http://users.1st.net/kimberly/Tutorial/Mbuilder/wpaths.jpg  Now lets configure it more, hit the "Other Options" button and set it as mine:  http://web.archive.org/web/20030314222957/http://users.1st.net/kimberly/Tutorial/Mbuilder/other.jpg  Hit "Ok" then you will go back to the Builder. Now highlight your map and hit "Build Map!". A dos prompt will come up doing some stuff, don't worry it is aight.  Well your done!  TO TEST  Open MOH:AA and go to "multiplayer", then hit "start game", then hit "team match", then under the maps section, select your map!  [http://web.archive.org/web/20031231020641im_/http:/users.1st.net/kimberly/Tutorial/Mbuilder/thumbs/multi2.jpg](http://web.archive.org/web/20031231020641/http:/users.1st.net/kimberly/Tutorial/Mbuilder/multi.jpg)  Then hit "Start Game"  **There you Go!**  **HINTS You must have EVERYTHING in the default install locations, if you do not, I cannot help you You must save your map in one of these folders: dm for deathmatch, obj for objective, or just maps for single player maps, if you do not do this, I cannot help you.** |
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