

## **Adding Custom Load Screen**

### **What we are going to do:**

You know how when you load up a map, and you see a picture of it? And the name? Well we are going to do that!

**Get Going!**

1st, you will be doing some scripting, and 2nd, you will be using "PakScape.exe"

Okay, Make a ".scr" file for you map! If you do not have one, [go here](#)!

Okay good, you can close out of it so far.

Now go into you game and take a picture of you map, any where you want, make sure you holster your gun by hitting "q". Then when you get the angle you want, take the picture w/"F12".

Go to this directory, "C:\Program Files\EA GAMES\MOHAA\main\screenshots" and you will see file names like this "shot0000.tga" open it up w/ a image editing program and make it 512x512px and 32-bit color! I used Photoshop 6 to do this, sorry I can not upload that program! ehhehe!

Okay, now save that picture as "loading\_yourmapname.tga" mine is "loading\_rage.tga", and in this directory "C:\Program Files\EA GAMES\MOHAA\main\textures\mohmenu\dmloading" if you do not have these directory's, make them, the green ones!

You can safely close all that stuff now!

Now open "not pad" again. Now we are going to make the ".shader" for your map. All you have to do is copy this into pad, and replace my stuff w/yours, I have **GREEN** arrows indicating what to do!

```
rage <---Your map name!
{
nomipmaps
nopicmip
cull none
force32bit
surfaceparm nolightmap
{
map $whiteimage
}
{
clampMap textures/mohmenu/dmloading/loading_rage.tga <---Where your
image is located!
blendfunc gl_one_minus_src_alpha gl_src_alpha
}
}
```

Save this in the directory "mohaa\main\maps\scripts" mine is C:\Program Files\EA GAMES\MOHAA\main\scripts" if you do not have this, green folder, make it!

Save it as "yourmapname.shader" mine is "rage.shader"

Good, so far so good! Go get a glass of water if you want! hehe or keep on going!

You can safely close out of everything!

NOW WE MAKE THE ".urc" file

Ready, just copy and paste this and make the changes according to the GREEN

```
menu "dm/rage" 640 481 NONE 0 <---put your map name where "rage" is.
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 "rage" <---put your map name where "rage" is.
}
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 "Rage in a Cage" <---put your map name where "Rage in a Cage" is, this
is what will show up at the bottom of your picture!
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

}
end.

```

Now save this as "loading\_yourmapsname.urc" in the directory "mohaa\main\ui" mine is "C:\Program Files\EA GAMES\MOHAA\main\ui" and is saved as "loading\_sound.urc"

Good, now we use "PakScape.exe" for the rest! If you do not know the basics, read the tut!