

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 name "dmloading" and place your picture in there!



Good!

IMPORTANT

DO NOT PUT ANY OF THE **GREEN** TEXT IN YOUR .SCR!

Now open up your [.scr](#) 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
```

