

Configuring MBuilder

What we are going to do:

We will Configure MBuilder so we can compile our maps and test them!

Get Going!

We'll download [MBuilder](#), and install it. Open "Mbuilder.exe"

YOU MUST HAVE EVERYTHING INSTALLED IN THE DEFAULT PLACES:

[Medal Of Honor: Allied Assault-](#)

--you may be able to have it on another drive. Ex "D:" "E:"

[MOHRadiant-](#)

[Mbuilder-](#)

WARNING

Okay, now double click on the MBuilder.exe file and you will get a screen that looks like this:



1st- Leave these setting alone, do not change them:

2nd- If you have everything installed to the default settings, you can copy and paste these director
Set up the directories so they point to where your stuff is:

Game Directory

Compile Directory-

--This is where MOHRadiant is, not MBuilder

Map Source Directory-

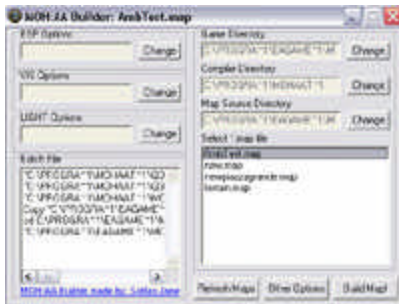
-- You can change the map directory:

Objective maps

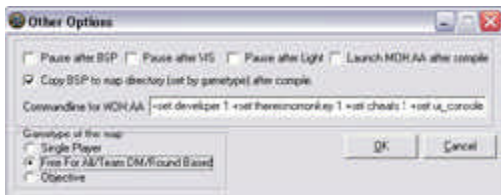
Single Player Maps

Now hit the "Refresh Maps" button, then close the builder.

Open it back up and there is your map!



Now lets configure it more, hit the "Other Options" button and set it as mine:

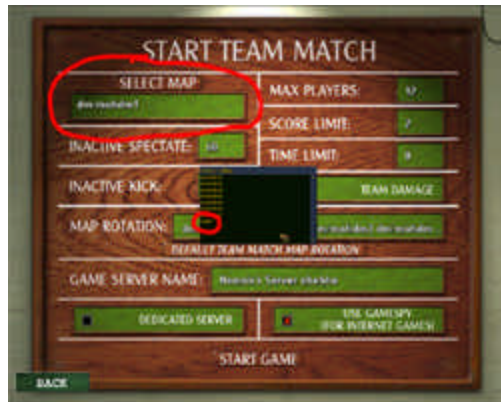


Hit "Ok" then you will go back to the Builder. Now highlight your map and hit "Build Map!". A confirmation prompt will come up doing some stuff, don't worry it is aight.

Well your done!

TO TEST

Open MOH:AA and go to "multiplayer", then hit "start game", then hit "team match", then under maps section, select your map!



Then hit "Start Game"

There you Go!

HINTS

You must have EVERYTHING in the default install locations, if you do not, I cannot help y
You must save your map in one of these folders: for deathmatch, for objective, or ju
for single player maps, if you do not do this, I cannot help you.