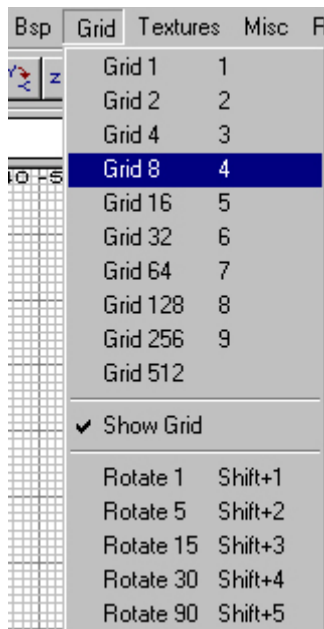


Welcome! This tutorial will teach you how to build your first room in MOH: AA!

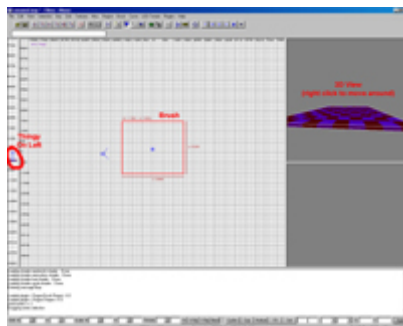
First we have to open MOHRadiant, so go ahead and do that.

I work with Grid 8, if you care. So, if you want to be like me, go ahead and select it from the toolbar!



First we have to create a brush. A 'brush' can be anything from a wall, ceiling, floor, basically anything that's not a model or entity.

To create a brush, simply click, hold, and drag on the grid and make one about the size as shown.

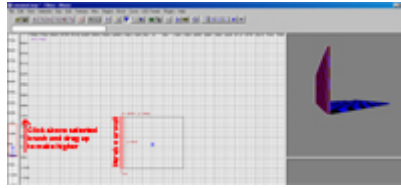


This brush will be our floor. I usually move the floor below 0 units. You can move brushes using the thing on the left (assuming you're using the same view as me). To move it, while it's selected, click on it in the 'left thingy' (I seriously don't have a name for it) and drag it up or down.

Next we're going to make a wall. As we all know, rooms have four walls. So we'll do this four times!

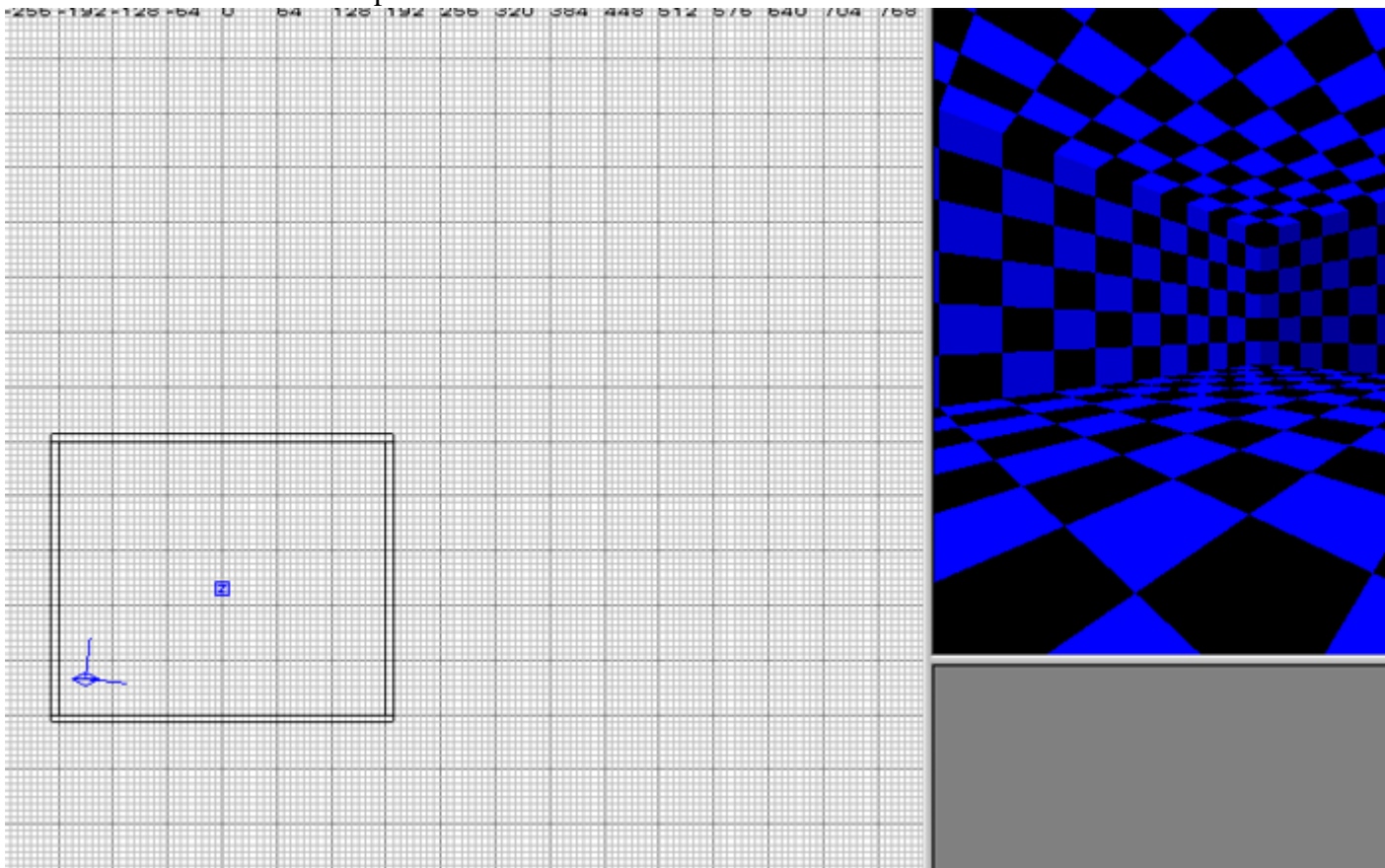
Click and drag to create another brush, thinner than the floor. I usually make my walls 1 unit wide.

To make it higher, click above the brush in the 'left thingy' when it's selected and drag upwards.

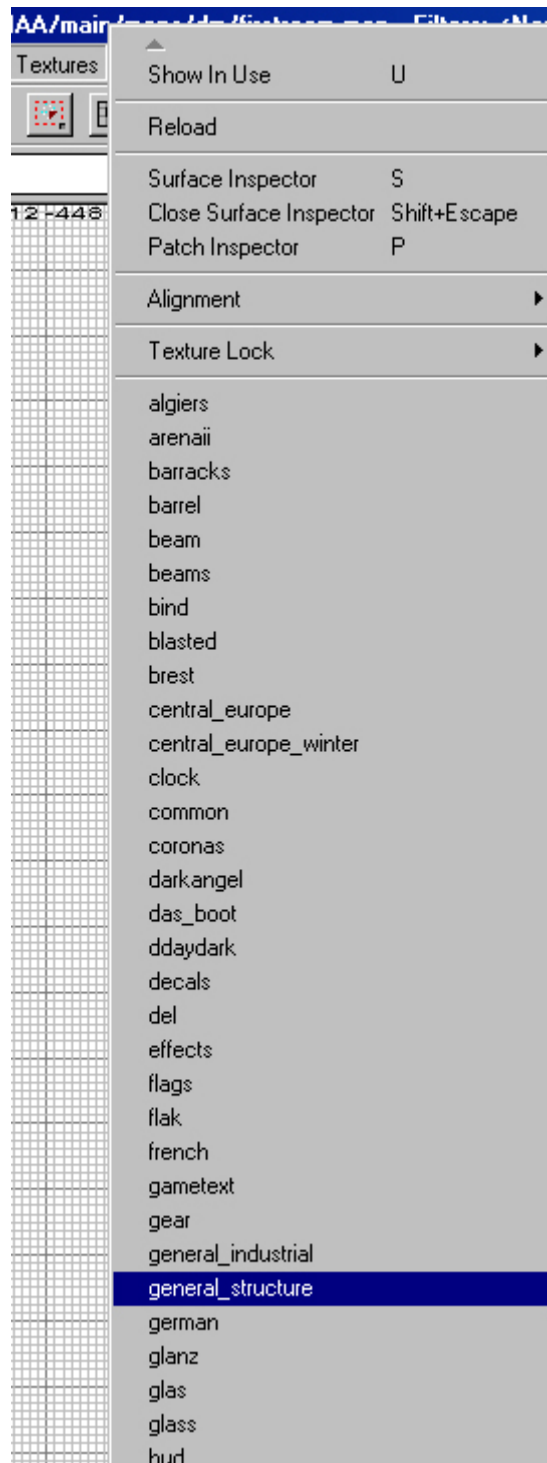


Alright, repeat that step three more times to create your four walls. Make sure you don't overlap any brushes. Overlapping them causes any textures to act 'funky' and it makes the map look a little unprofessional. It can't always be avoided, but try to make sure they just touch, and don't go any further.

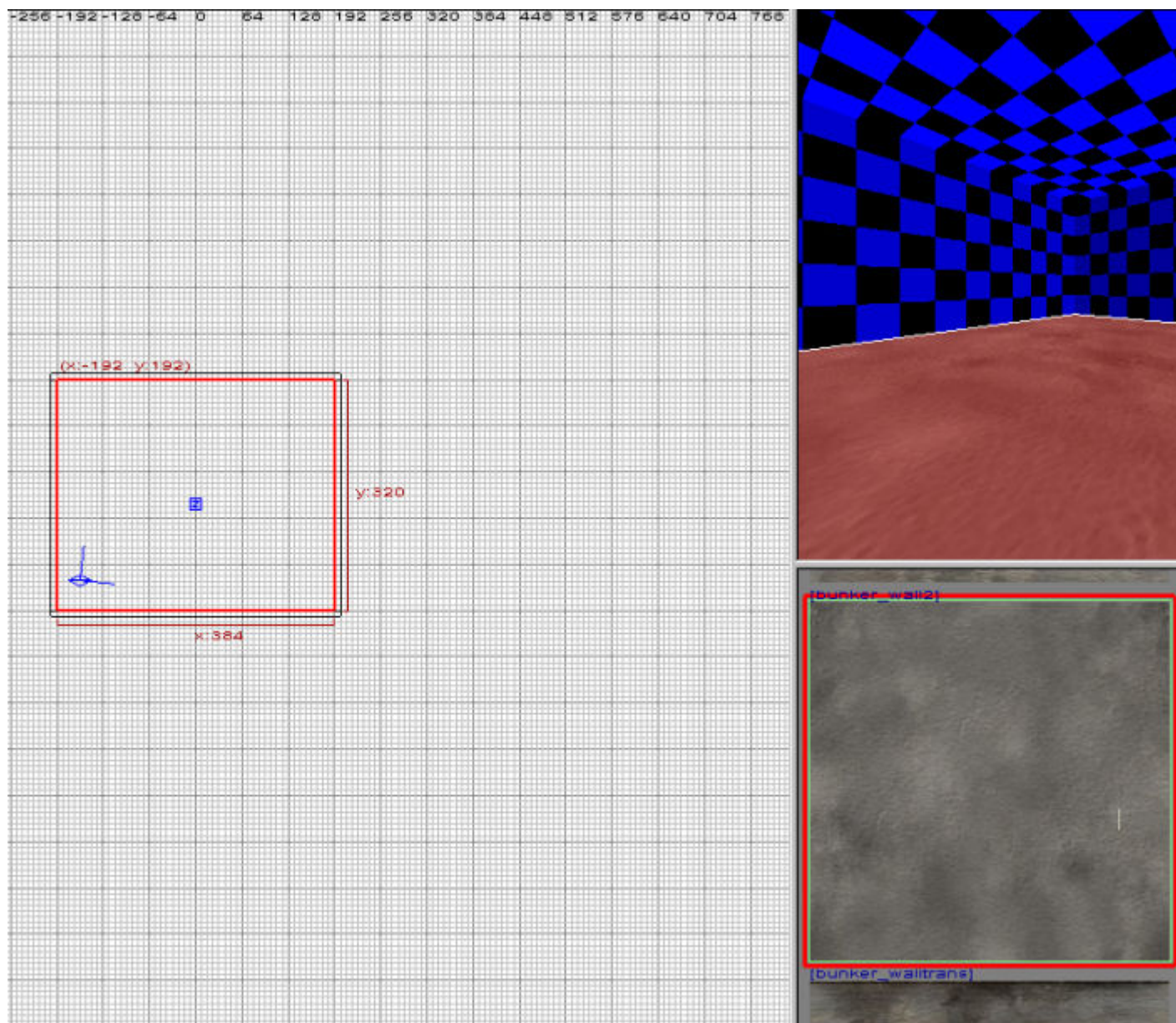
Next make a ceiling. This would be just like the floor except up higher. Remember how to move a brush up. The outcome should look like this:



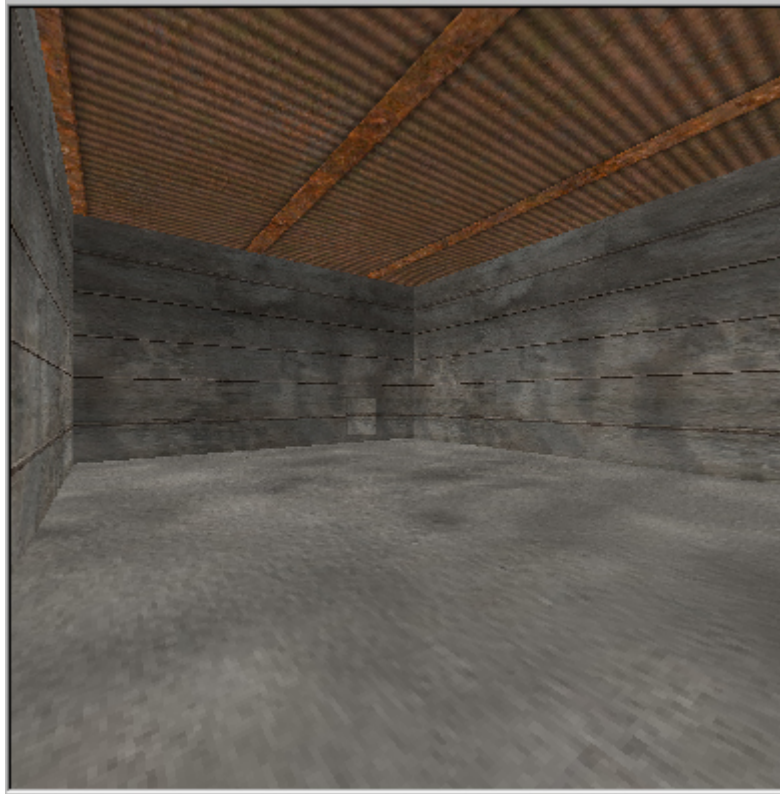
Now it's on to texturing the walls. The checkered blue-black means that there is no texture. In-game this will make it look like it has a 'disco' effect. Being a bunch of squares and changing colors when you change your view to it. To texture it, select from the toolbar "Textures." For this, I'm going to use general_industrial. Be careful, though, for me at least I have a bad habit of crashing when I load the general_industrial textures. ^_^ When you select it, the textures should load in the box below the 3D view of your map.



To apply your texture, click on the brush you want to be textured and then click on the texture.

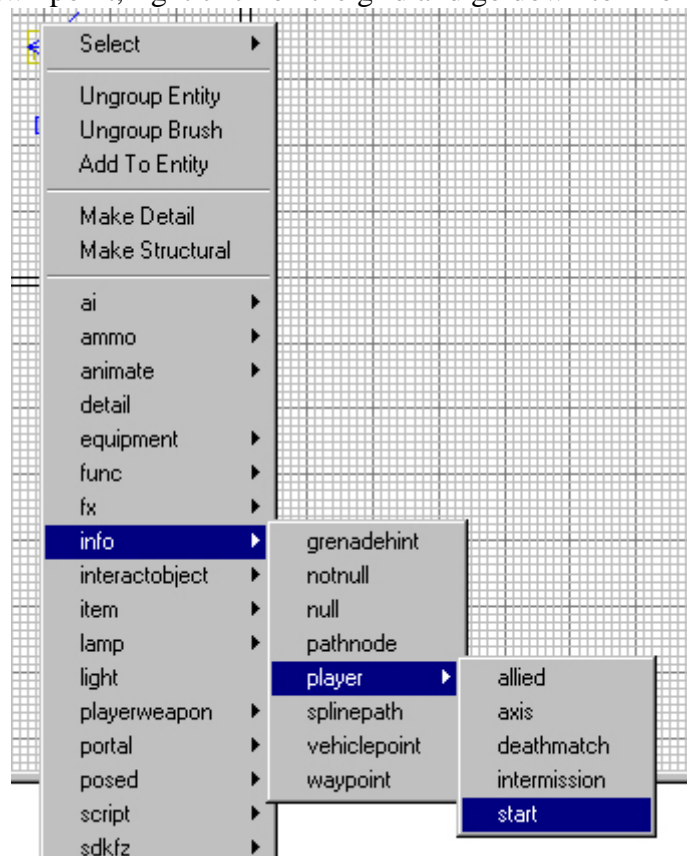


This is how my lovely room came out to look:

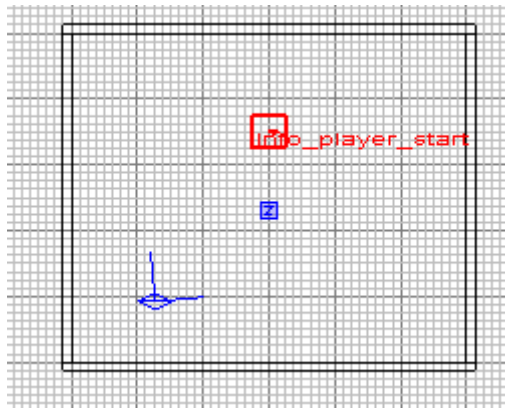


Next we want a spawnpoint. We're not going to get into teams or anything right now, since I did make a pretty small room for any combat.

To create a spawn point, right click on the grid and go down to info -> player -> start



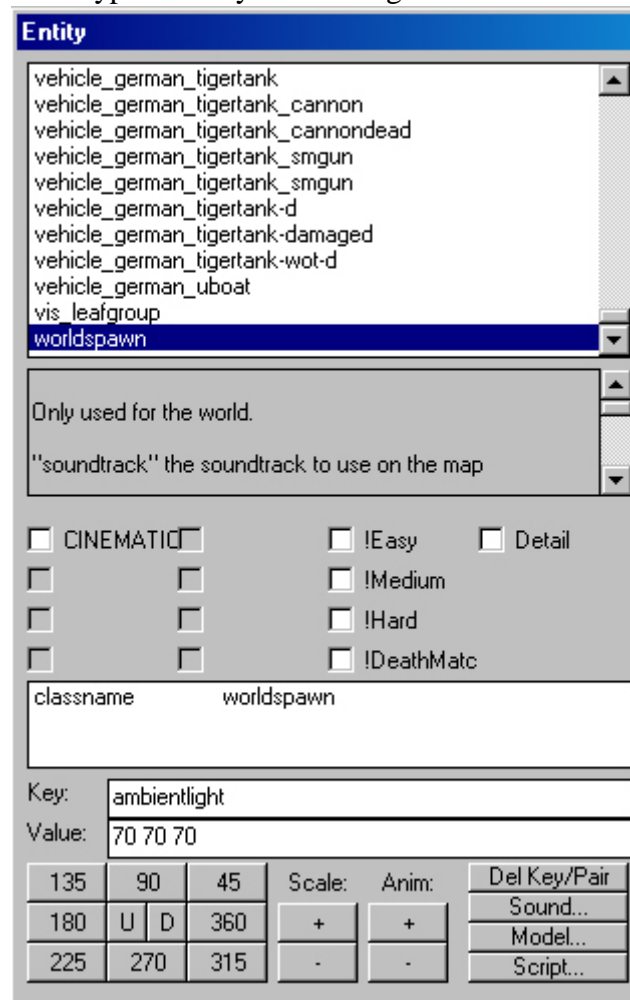
Place it just above the floor.



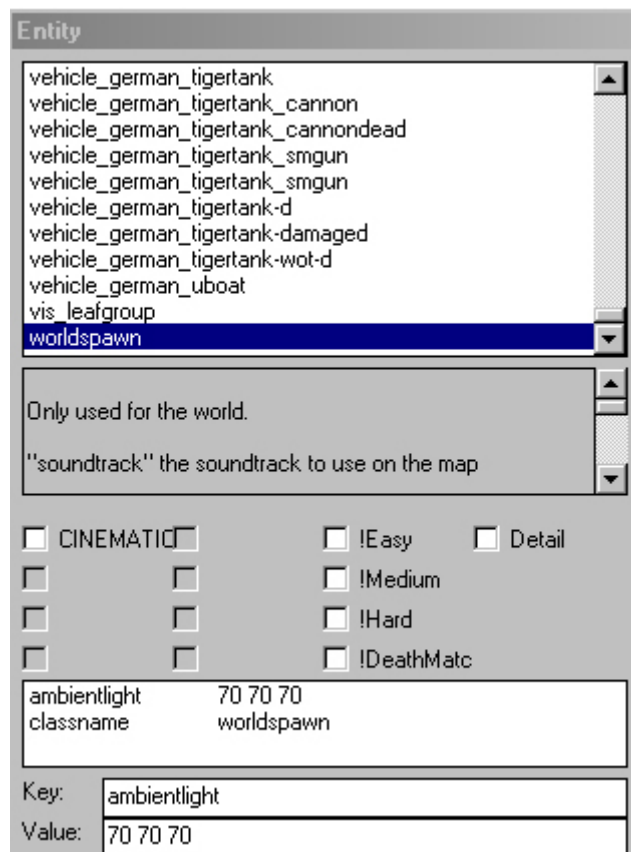
Now, before we compile it, it'd be best if we had some light. In another tutorial I will go into how to set up lights, and advanced lights, etc.

Right now we're going to use the easiest, ambientlight. It lights the whole level.

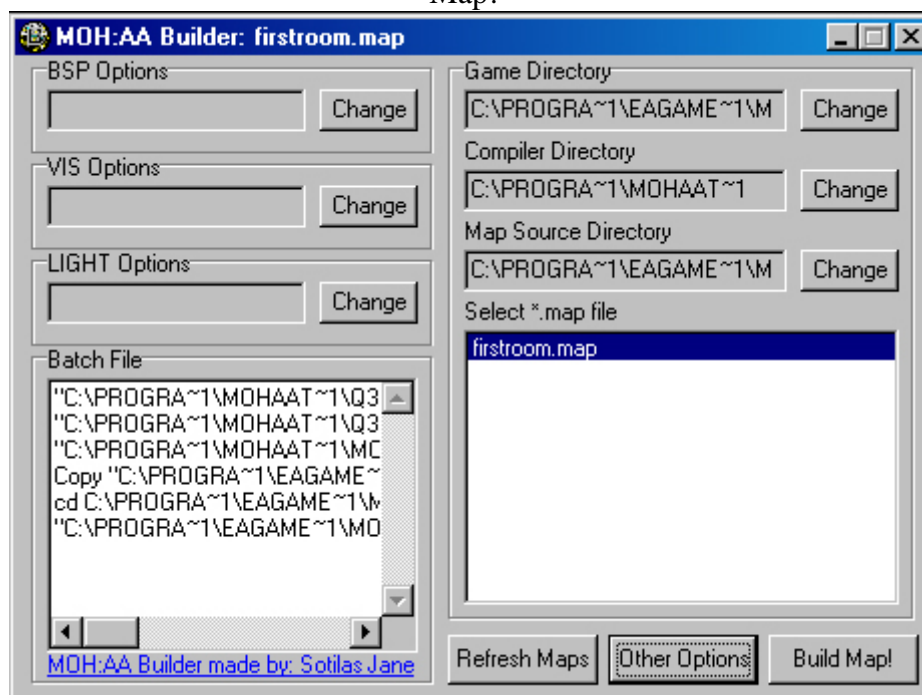
First hit the 'n' key. It should bring up the Entity window. If worldspawn isn't selected from the list select it. Then type as a key 'ambientlight' and as a value '70 70 70' and hit enter



It should be added as such:



Finally, to compile your map run MBuilder. Select the .map from the list and click "Build Map!"



A DOS prompt will run and, if all goes well, MOH: AA will load and you will be in the game.



If you have any questions you can e-mail me at:
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