

# How to port brush work into Milkshape, part I&2

While the new radiant is wonderful when working on non-urban maps, it can be a real pain if you (as me) are interested on street combat. This small tutorial will tell you how to port brush work from AA Radiant into Milkshape, so that you can then export it into the new Mohpa Radiant. My advice is, export every single building as a seperate model, do not export a complete map using this method.

You will need:

Of course, AA and its level editor installed.

q3map2 - Get it here: [http://www.shaderlab.com/q3map2/2.5/q3map\\_2.5.11\\_win32\\_x86.zip](http://www.shaderlab.com/q3map2/2.5/q3map_2.5.11_win32_x86.zip)

msvcr70.dll (often required by q3map2 to work) - Get it here: <http://www.dll-files.com/dllindex/dll-files.shtml?msvcr70>

games.zip - File attached at the end of this post

An .ase to .3ds converter; if you or some friend of you have access to 3DSmax, that's perfect.

If not, I guess you can use some evaluation tool, such as Deep Exploration

(<http://www.righthemisphre.com/support/downloads/download.php?prod=4>), which you can try for 30 days.

Ok, now you're ready!

1.- Extract the q3map contents to MOHAA\main\maps\ (dont create a q3map2 folder, all the dll's and the exe must reside in maps)

2.- Create a folder(s) on MOHAA\main called "textures\yourmapnamehere" (so it should look MOHAA\main\textures\yourmapnamehere). Put on it all the textures you want to use on your model, as you want be able to use MOHAA textures on it. WARNING: textures must be on TGA format!!!

3.- Make your building in MOHAA's MohRadiant; texture it using only the textures you copied on the previous step. Hint: Use as few textures as possible, else exporting to .moh will be over complicated. Patches are not exported using this method, so stick to brushes only. DO NOT USE DETAIL BRUSHES! ALL OF THEM MUST BE STRUCTURAL. You should caulk faces as usual, though. Save your building as modelname.map into the MOHAA\main\maps folder.

4.- Open the resulting .map with Notepad. Delete every ocurrence of "surfacecolor -1.000000 -1.000000 -1.000000 "; you can use the replace tool for this.

5.- Start a DOS window on C:\Program Files\EA GAMES\MOHAA\main\maps (if MOHAA is installed in a different folder then edit the path accordingly). Hint: You can create a direct access in the folder so that the DOS prompt already starts on that folder.

6.- On the Dos window paste the following command:

Code:

```
q3map2 -v -meta -patchmeta -subdivisions 6 -fs_basepath "c:\Archiv~1\ea  
games\mohaa" -game wolf modelname.map
```

Of course, replace modelname.map with your map filename.

7.- On the same window paste this command:

Code:

```
q3map2 -convert ase -fs_basepath "c:\Archiv~1\ea games\mohaa" modelname.bsp  
-game wolf
```

Once both commands executed, you should have 3 files on your map folder: modelname.map, modelname.bsp and modelname.ase

8.- Copy your textures folder (created on the second step) into moddir\YourModName\models. It should look moddir\YourModName\models\textures\yourmapnamehere.

9.- Using your tool of choice, convert the .ase file to .3ds and save it on moddir\YourModName\models\yourmapnamehere

At this point, you should be able to import the 3ds model into milkshape. We're not finished yet; you must create proper collision, bones and materials before exporting it to the .moh format, but that will come a bit later.

#### IMPORTANT NOTES:

· Theoretically, q3map2 is able to export to formats other than .ase, as the comand is defined:

Code:

```
-convert [-format <ASE|MAP|QUAKE3|WOLF|ET|ETUT|EF|JK2|JA|SOF2|TENEBRAE>]
```

However, I have been unable to make them work. If someone finds out how to do it, that would be great as we wouldn't need a conversion tool anymore (some of those formats are directly imported by Milkshape).

· This method is not perfect, but can save you some time when working on buildings. I have attached a pic of a building in Mohpa created using this method.

[ Edited:

step 3: Use as few textures as possible

step 5: Create a direct access in \maps ]

Regards,

YoChoy

# How to port brush work into Milkshape, part II

Ok, so now you have your brush model displayed in Milkshape, but there's still some work left in order to use it on Mohpa. Let's rock!

- 1.- Import the .3ds file into Milkshape.
- 2.- Press CTRL+A to select everything, then use the [numeric] rotate tool to rotate it -90° on the X axis; right after that, use the scale tool to scale it at 2.4 times its original size (I use 2.4, but you may try a different number, as different mappers often use different sizes).
- 3.- Click the "Materials" tab. FOR EACH material on it:

Press CTRL+Shift+A to deselect everything

Click on "Select by " and then a material from the list

Click the "Groups" tab

Click on Regroup

Optionally, you can rename the new group with a human-readable name (i.e.: "facade", "windows", "interior"...)

- 4.- Now you should have as many groups as materials

- 5.- Deselect everything (CTRL+Shift+A)

- 6.- Go to the "Groups" tab. Here you should select all the groups you want to be a part of the collision for the model (i.e.: all the walls, floor, roof... but probably you don't want the minor details to be a part of the collision mesh). Now, with them selected, press CTRL+D to duplicate the selection; a new group will be created, rename it as "collision". Deselect all and select the "collision" group, click on the "Models" tab and then on the "Select" button (this is necessary because of a bug on MS). Go to Tools/MDK Model Manager. Right Click on the "Collision (Low-Res)" item, and then on "Add selection to Collision". Now the "collision" group should be displayed under that item.

- 7.- Select all the groups except the "collision" one. Go to Tools/MDK Model Manager, click on the LOD0 item and then on "Add selection to LOD". All the visible groups will be listed on the LOD0 item.

- 8.- Let's create a skeleton for your building... Deselect all, go to the Models tab, and click on the "Joint" button (the large one), then click once somewhere in any of the viewports. You have just created a bone! Click on the "Joints" tab, then on the SelUnAssigned button, then on the Assign Button.

- 9.- Back to the "Models" tab. click on "Select" and then on the (small) Joint button (just by the "Group" one). Select the bone you created in one of the viewports. Then Tools/MDK Model Manager, right click on the Skeleton item and then on the "Add Selection to Skeleton". We are finished with the Model Manager (at last!). Close it.

- 10.- For each material in your model:

Click on the Materials tab. Then "Select by" and then on one material from the list to see what part of the model it is (material names are totally cryptic once imported).

Go to Tools/MDK Material Editor

Select that material on the dropdown list on the right and Click on Convert Existing Material.

Optionally, rename it at will.

On the Type list, select default\_lit

Click the Diffuse Texture button and select the corresponding tga on the moddir/MyMod/models/textures/mymapnamehere folder.

Click the OK button and see how it looks in MS (check Textured on the 3D viewport).

11.- Once you're finished, go to File/Export/MDK Exporter (.MOH), type a name for the model and save it on the moddir/MyMod/models/mymapnamehere folder.

12.- To use in in Radiant, right click on a viewport, then select models / mymapnamehere / yourmodelname.moh

The End