

The Basics to MoHRadiant

- A brush is the selected wall or shape that you have selected.
- To stretch it click/hold anywhere outside of the brush and then drag to fit the shape that you want.
- There are three camera modes on the graph view; Top, Front, and Side.
- To change camera views press Ctrl.+ Tab
- Right click Brings up "Entitys" or Objects to place.
- "N" brings up the entity screen, you can select entitys here also, and change angles of things, and add things into the Key and Value boxes.
- The key and value box will help you out later.
- Make Structural on the "right click will place the Brush or entity.
- Make Detail will do the same but make it take up less space and make the game run faster. (good for trees and large Brushes)
- Don't make too many details compared to your amount of brushes or it will run slow. (Keep details about 30% to 40% of total Brushes/Entitys in my opinion)
- To select textures go to "Textures" at the top and pick your category.

Lights

- Lights are what light up maps. Without them you would have a black map, You definitely need them.
- To place a light right click and go to light and then drag it to where ever you want it.
- Coronas in "STATIC" are small light flares, Put them in the lightbulb or lamp and it will make it look like the light is on.
- Coronas do not create light.
- Press "n" and bring up the entity screen with a selected light and type in the Key: Ambientlight and then in Key box: 50 50 50. The number is how bright the light is. 60 60 60 would be day time.
- Press "k" on an ambientlight to change the color of the light.

Spawn Points

-Spawn points are where you will start in a game. To change the Direction in which the spawn point faces press "N" to bring up the entity screen. then at the bottom left click and angle, and that will change the direction.

-Death Match spawns are only used in Free for All.

-Axis are where axis will spawn in Team Death Match, Round Based Match and Objective.

-Any map must have a player start or 2 Deathmatch start points to play.

-If you are testing a map put 2 Deathmatch spawn points where ever and then after if you do not want them there, press Ctrl. + Shift to select the entity in the 3D view and then you can delete it.

The basic room

-The basic room needs a light and a spawn point to be able to play it.

-To make a room first select a wall texture, then a ceiling and floor texture then place a light and a spawn point and you have a map that can be played.

-Press "s" to bring up the surface inspector and change the texture to fit better.(.75 .75 is usually the best wall size)

-To play it compile it and put it in your MOHAA/MAIN/MAPS/DM folder and then start up MOHAA and go to multiplayer and select your map under Death Match and start game.

How to test a map

-Where to place MoHAA Bsp files...

-Go to MoHAA/Main and create a folder called "MAPS", Then in that create two more folders called "DM" and "OBJ". If you have a Free for All, Team Death Match, or Round Based Match, put the BSP file in your MoHAA/Main/Maps/DM. If you have a Objective map put it in the OBJ folder.

How to make a sky

- Don't worry about playing with the texture, it will come out fine after the compile and you are in game.

-To make a sky select a sky texture in "sky" and put it around your map. But beware, Don't put it too close because Rockets and Grenades Disappear when they hit it, and don't put it too far away because it will make the compile time very long. (few hours if really far away)

LoD Terrain

-To use the LoD Terrain make a brush then go to LoD at the top, then create from brush. To bigger your brush is the Bigger the Terrain patch will be. Then press "V" to shape it. Click, hold, and drag the pink squares to shape the terrain. Then when you are done press "ESC" to deselect the pink square. If you don't you will not be able to drag or move brushes in the future.

-LoD is not the best to use, I recomend to use brushes as terrain for better preformance.

To make odd shapes

-Go to "curve" at the top of radiant and then "primitives" then pick your new shape for your brush.

To make more than 4 sided brushes

-Go to "brush" and pick how many sides you wan't.

WARNING- When ever you do "Arbitrary sided" don't put to high of a value or radiant will crash!