

Modding: Custom Start up and Death Messages

Ever been in a game where the start up message has changed from "press fire to join the battle" to "welcome to my server you will all die!?" Then you get shot in the head and the death message is "you had your bonce blown off!?" Well I have and I must say I think its pretty cool to be able to add your own personal touch to the game, so Im gonna show you how its done, you'll be amazed at how easy it is!

First up you need to grab a program called PakScape so you can open the games .pk3 files, you can get it by clicking [here](#), for more info on PacScape, click [here](#).

When youve got PakScape you need to open the games pak0.pk3 file located in the "mohaa/main" folder on your machine. Go into the "global" folder and copy the "localization.txt" file to your desktop. Scroll down through this file and you will see all of the messages in the game. Below is a sample of what is in the file.

```
{ "in the head" "in the head" }
{ "in the helmet" "in the helmet" }
{ "in the neck" "in the neck" }
{ "in the upper torso" "in the upper torso" }
{ "in the middle torso" "in the middle torso" }
{ "in the lower torso" "in the lower torso" }
{ "in the pelvis" "in the pelvis" }
{ "in the upper right arm" "in the upper right arm" }
{ "in the upper left arm" "in the upper left arm" }
{ "in the upper right leg" "in the upper right leg" }
{ "in the upper left leg" "in the upper left leg" }
{ "in the lower right arm" "in the lower right arm" }
{ "in the lower left arm" "in the lower left arm" }
{ "in the lower right leg" "in the lower right leg" }
{ "in the lower left leg" "in the lower left leg" }
{ "in the right hand" "in the right hand" }
{ "in the left hand" "in the left hand" }
{ "in the right foot" "in the right foot" }
{ "in the left foot" "in the left foot" }
```

You will notice that every message is written twice, you only need to alter the second copy of the messages on the right hand side, you MUST leave the left hand side in tact.

The games original startup message is "Press fire to join the battle", it will save you time if in notepad (I presume thats what youre using to open the "localization.txt" file) you go to "Edit", "Find" and type in "Press fire to join the battle" (without the "") in the "find what" text box, then click the "find next" button and it should take you to the appropriate line in the file.

Once you have changed everything to your liking save your file. Then create a folder called "global" in your "mohaa/main" folder, move the "localization.txt" file that you altered and saved onto your desktop into the new "global" folder.

And thats it! Youve just created your own custom in-game messages! When you host your own game everyone in that game will also see your new messages as well. If you go into another game where they havent changed their games messages from the standard ones, you will see your own. However if they have altered their game messages you will see theirs and not your own.

Told you it was easy. You might want to remove any other custom death message mods that your running as it might affect the working of your new messages. Have fun with this one!