*This tutorials ensures that you have already created your multiplayer map, which must be DM.*

Let's begin!

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| --- |
| // Yourmapname title // ARCHITECTURE: Who made the map  // SCRIPTING: Who did the scripting  main:  // set scoreboard messages setcvar "g\_obj\_alliedtext1" "" setcvar "g\_obj\_alliedtext2" "" setcvar "g\_obj\_alliedtext3" "" setcvar "g\_obj\_axistext1" "" setcvar "g\_obj\_axistext2" "" setcvar "g\_obj\_axistext3" ""  setcvar "g\_scoreboardpic" "none" // your score board picture  level waittill prespawn  exec global/DMprecache.scr  exec global/ambient.scr yourmapname  // may want to make your own ambient sounds, read the tut  level.script = "maps/dm/yourmapname.scr"  // remember to put in your map name  level waittill spawn  //add more codes here after you add more features to your maps  end |

Save your .scr as yourmapname.scr and put it together with your map!

Need any help : Ask in the [Forum](http://www.mohaaaa.co.uk/mohaa/forum/index.php)