First Room :: Surgeon  
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*For this tutorial you will need to have installed MoHRadiant and set it up as in the Setup Tools tutorial. I'm going to assume you have never mapped with any version of Radiant before.*

First we need to select the caulk texture. So go up to the texture list and select common. After a pause, in which the editor is loading the textures, in the texture window you will see the textures from the "common" group (you will need to scroll down to see them all ( right click and drag) ). Select the caulk texture (see below) PS - Make sure it is the correct caulk texture because there are several that look like the one below.

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| http://www.mohaaaa.co.uk/mohaa/tutorials/first_room/image%202.jpg |

A quick note about caulk: In basic terms CALK tells the compiler that it can ignore this when drawing the world. This is often a face (on a brush) never seen by the Player.

We are not going to hollow out a box as most tutorials suggest - yes its quick and easy, but it's a bad habit to get into. Also the official tutorial states that "In creating buildings and such you’ll never use the hollow tool because the hollow tool doesn’t layout the brushes properly."So we're going to create our floor now.

In the main section, Left click and drag a square - make it 256 units by 256 units. You will see in the "height" section that your new bruch is 8 units high.Thats fine just now. Move it below the 0 indicator on the grid. You can do this by left clicking in the center of the box, and dragging it down. The red border indicates that the current brush hsa been selected. When you've finished the square, hit escape to deselect the brush.

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| http://www.mohaaaa.co.uk/mohaa/tutorials/first_room/image3.jpg |

We now need to create some walls. So drag a wall next to our floor as shown in the image below, make it 32 units wide. You'll notice that in the "height" view the brush has the same height as the last brush you placed. Because we want high walls we need to change the height. Move the wall brush up 1 square. Now to raise the height (making sure the brush is still selected) left click just above the brush and drag it up. We want the height to be 256.

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| http://www.mohaaaa.co.uk/mohaa/tutorials/first_room/image6.jpg |

Deselect this brush and do the same thing for the 3 other walls. Notice again that when you create a new brush its height will be the same as the last brush you made. So you should now have a floor and 4 walls. Next we create the room's roof. Create a brush 256x256 over the floor brush. Make sure that its 8 units high, and move it so it does not "rest" on the walls, ie vertically oposite the floor. Voila one room.

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| http://www.mohaaaa.co.uk/mohaa/tutorials/first_room/image7.jpg |

Ok now we have to texture the inside of the room. Move the camera so that you can see the inside of the room in the 3d view. Now we only want to texture the 6 faces that the player can see (each brush has six sides or faces). To do this hold down ctrl + shift and left click on the 4 walls, ceiling and floor.

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| http://www.mohaaaa.co.uk/mohaa/tutorials/first_room/image8.jpg |

Now go to the texture menu and select Algiers. Just select the first texture that appears -> should be a wall texture. Press escape to deselect everything. You have now just textured your room.

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| http://www.mohaaaa.co.uk/mohaa/tutorials/first_room/image9.jpg |

Just move the camera outside the room and check that u have done this properly. If you have you will see that the outside faces are still textured with the caulk texture.Now to adding a light.Move the 3D view back to the inside of the room. Right click on the main window, and select light and a light entity appears. Move it down so that it is inside the room. Voila one light (you can learn a little more about lights in the [light tutorial](http://www.mohaaaa.co.uk/mohaa/tutorials/basic_lighting.php).)

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| http://www.mohaaaa.co.uk/mohaa/tutorials/first_room/image10.jpg |

Now we have to add a player start.The player start is where the player will first appear in your map. For multiplayer games you have to add different starts, but thats for a different tutorial. Hit escape to deselect everything. Right click on the main 2D view. Select info->player->start. You will see the infoplayerstart entity appear. Move it down so that its nearly touching the floor.

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| http://www.mohaaaa.co.uk/mohaa/tutorials/first_room/image11.jpg |

You will see that there is an arrow inside the infoplayerstart entity. This shows the direction that the player will be facing when the map starts. There you have it. You have finished creating your first room. Save your map and head on to the [compiling](http://www.mohaaaa.co.uk/mohaa/tutorials/basic_compile.php) tutorial.

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