

Making a .pk3 file

A .pk3 file is simply a .zip file that has had the .zip extension renamed, so it's not really that scary. Having said that, it is really easy to mess things up here, so it's important to pay attention and work step by step. Make a folder to contain your .pk3 files, give it the name of your map so it does not get confusing later on. As you can see I have named this one Test, within that folder create these folders

maps scripts textures ubersound ui

Now within **maps** make another folder called **dm**, Ok within **textures** create a folder called **mohmenu** and within that create one called **dmloading**. You can also download an example [here](#)



Go back to your **maps\dm** folder, this is the folder where you will put your .bsp and .min files, there is also a file called **test.scr** and **test_precache.scr** These two files (and the .shader file) need to have the same name as your map.

If you make an Obj map you need to have another folder called **obj**



Follow this [link](#) to have a look at the **test.scr** file. To open it change the .scr extension to .txt. Don't forget to change it back though....

You don't need to do anything to the **test_precache.scr** file except change "test" to your map name.

Now lets have a [look](#) at the **scripts** folder, there is at the moment only 1 file you want in there, and that is your **.shader file**,

The only file that goes into the **textures\mohmenu\dmloading** folder is the picture you want for your load screen. it must be a 512x512 32bit .tga image. I have included one for you in the example zip.

The **ubersound** folder you can leave alone at this stage

The **ui** folder has a script file in it too, have a look at it [here](#).

Now we assume you have made and compiled your map, all the files are put into the right folders and all scripts are correct. **Within** the test folder select all 5 folders and make them a zip file. Call it user_yourmapname.zip and then once it's done change the extension to .pk3

All going well you should now have a map you can play