**The .Shader file**

**As far as I can tell this file just tells MOH about the load image, the red writing is just for your information, don't put it your script**

test Your map name here  
{  
nomipmaps  
nopicmip  
cull none  
force32bit  
surfaceparm nolightmap  
{  
map $whiteimage  
}  
{  
clampMap textures/mohmenu/dmloading/test.tga test.tga is the picture in the load screen  
blendfunc gl\_one\_minus\_src\_alpha gl\_src\_alpha  
}  
}