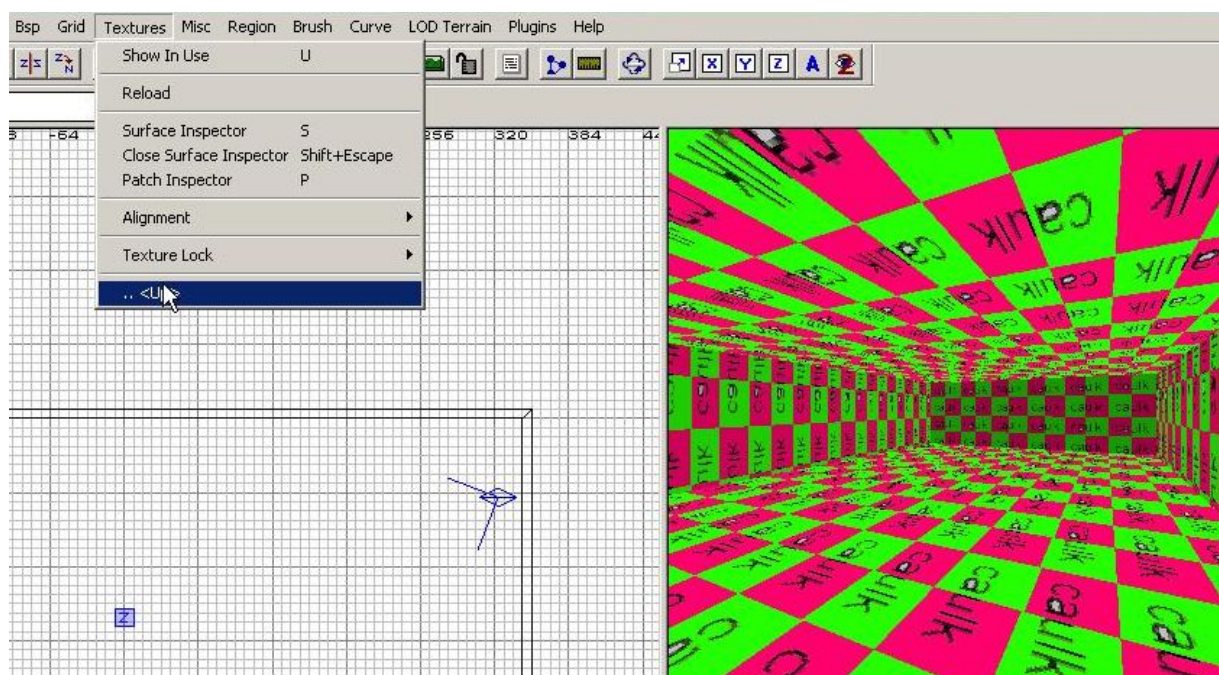
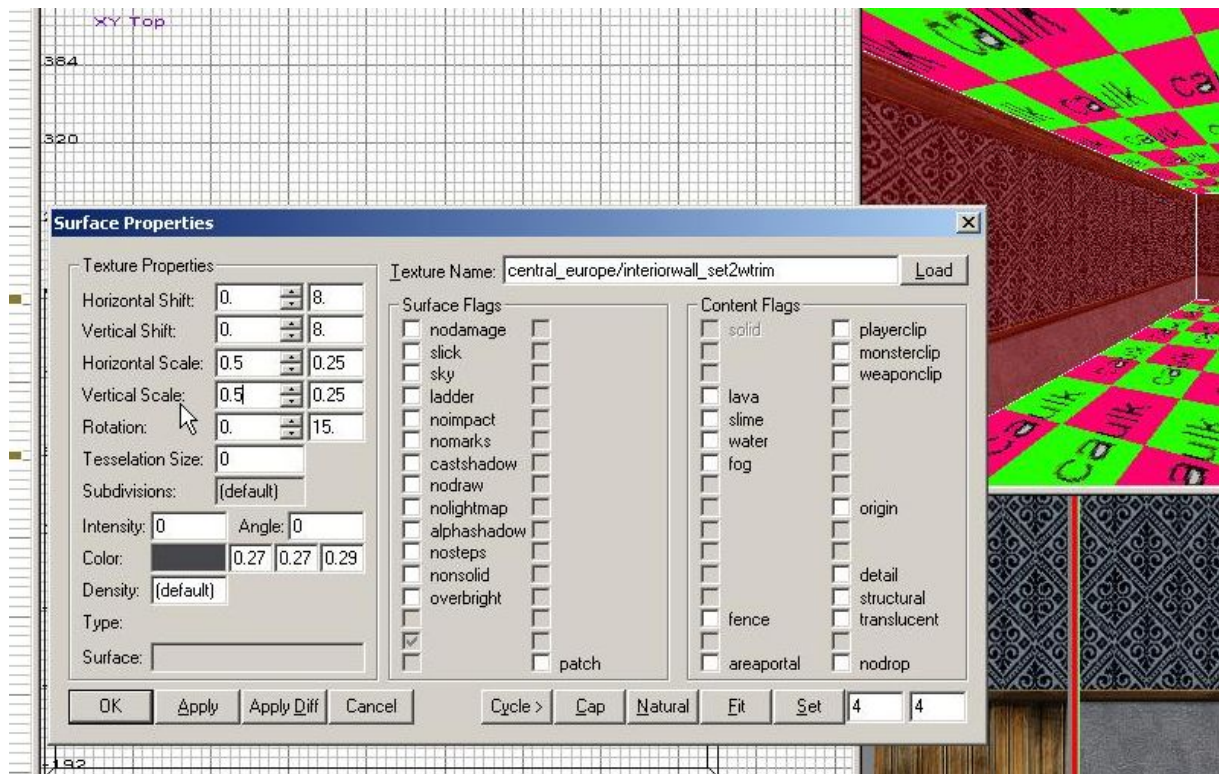


# Textures

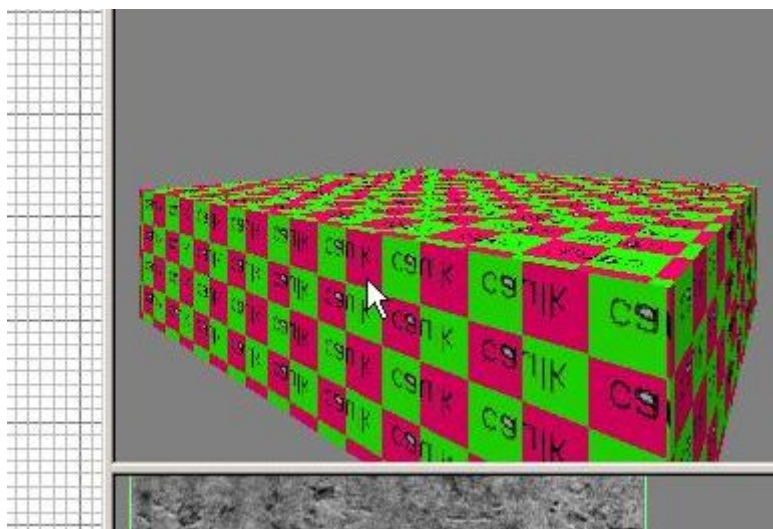
Put the camera inside your room and click on Textures-Up, re-click textures and select central\_europe, the textures will load in the window, scroll down to find a nice wall texture, find the one you want and then within the camera area hold ctrl and shift and left click on one of the walls, this selects only the face that you can see, not the whole brush, remember we don't need to paint everything.



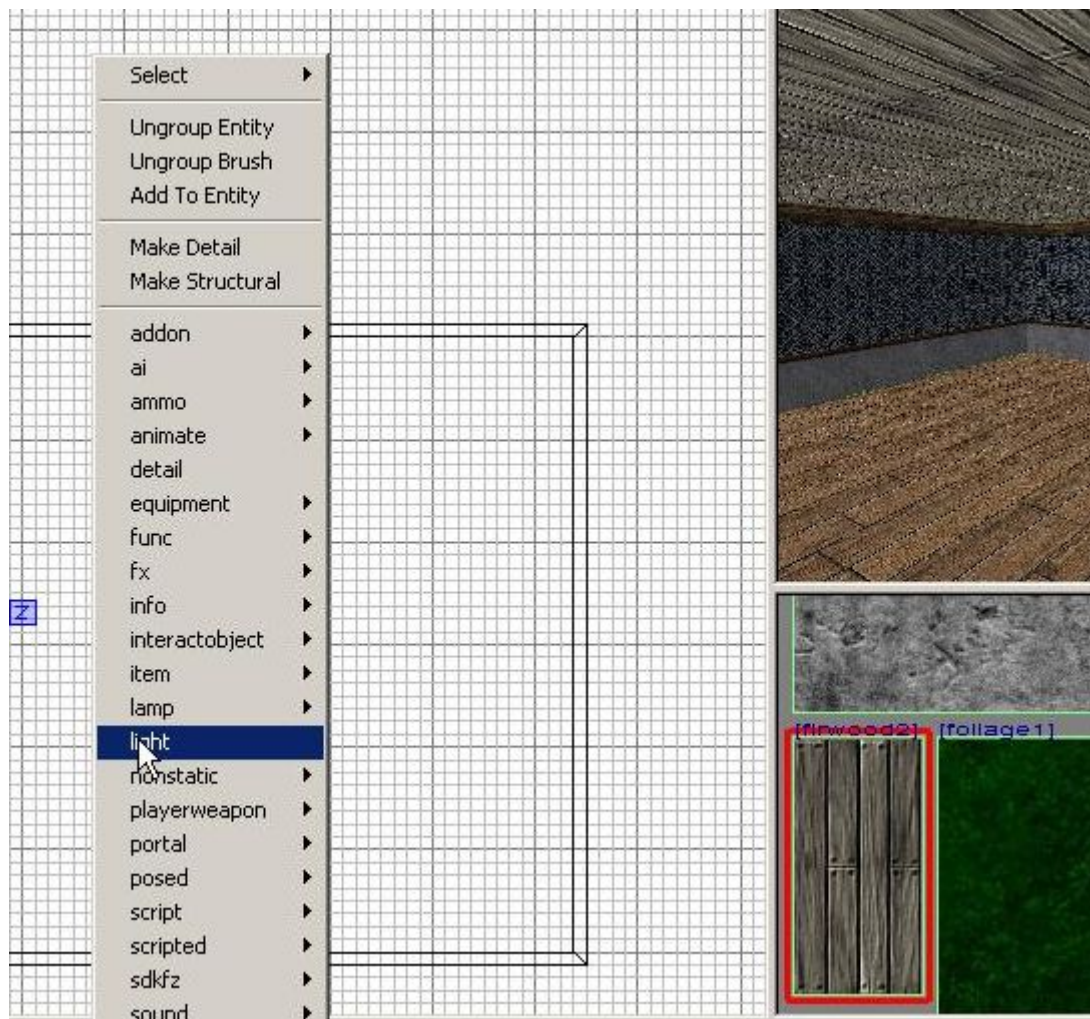
With the face still selected click on your chosen texture. It probably doesn't look right does it, so while it's still selected hit S on the keyboard to bring up the surface properties, play around with the horizontal and vertical scales until you are happy with them, as you can see I have set mine to .5 for both of them, all depends on the size of the wall really, you can also drag the texture around by holding alt and the right mouse button to get it just where you want it, texture all the walls and then find a nice floor texture, immediately under the save button on the toolbar is box you can enter keywords into to find textures: floor, window, door, things like that. Texture the floor and ceiling and save.



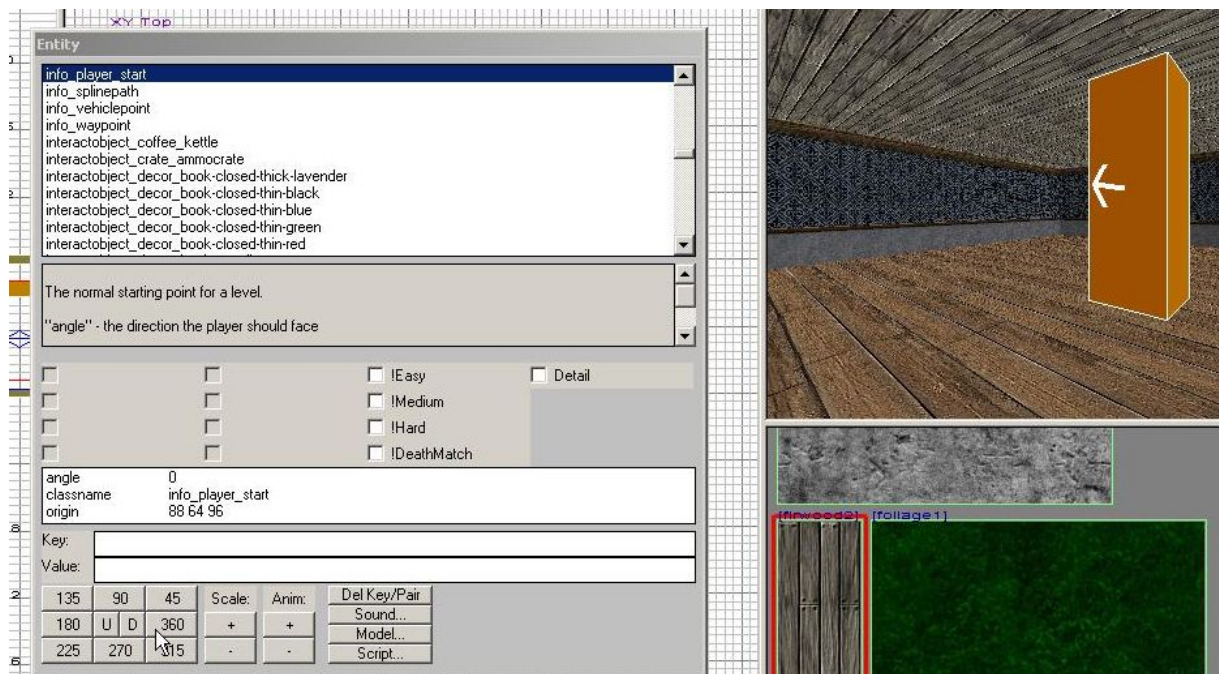
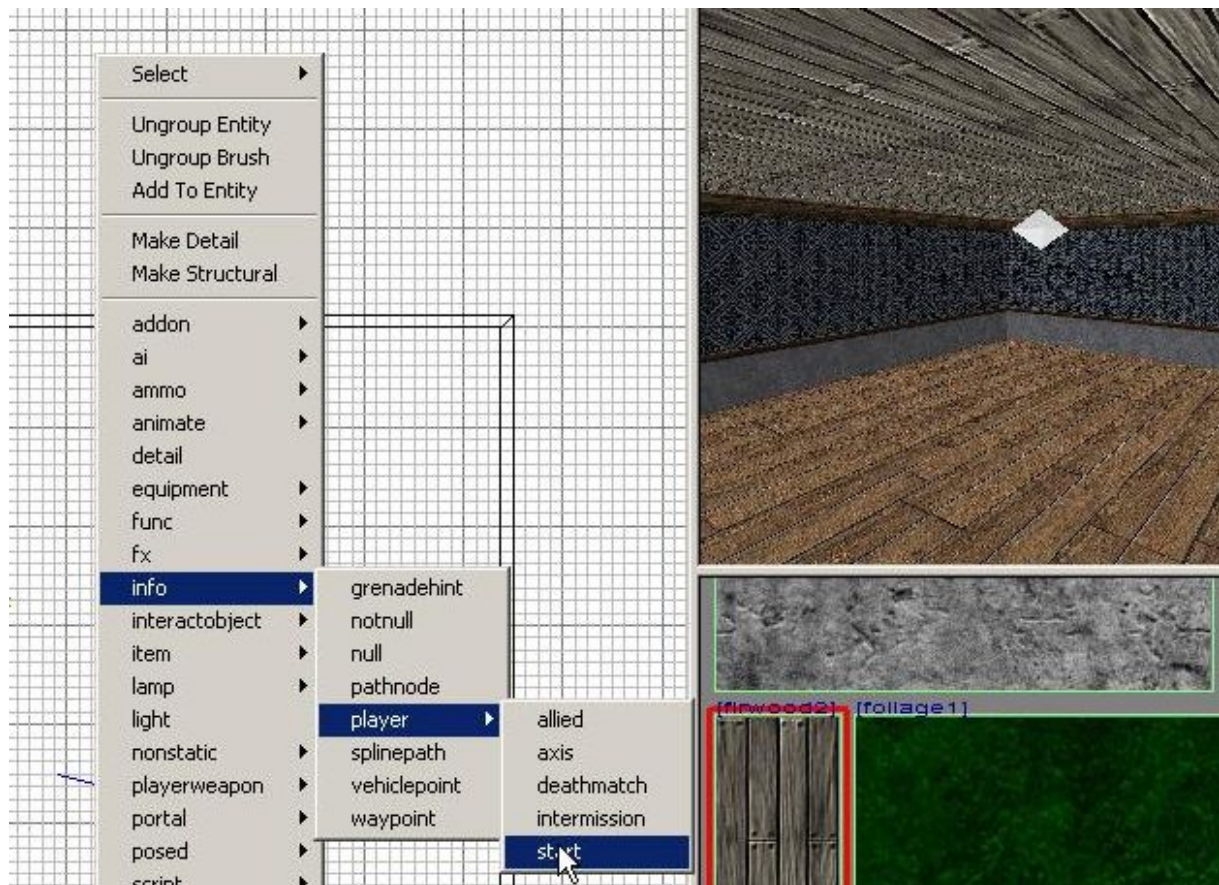
Move the camera outside your room, it should still be all caulked, that's good as we are not going outside yet. You will probably want to have a wander around your room now and that's fine but there are two things you need to do first, you need to put a light into the room and a player start.







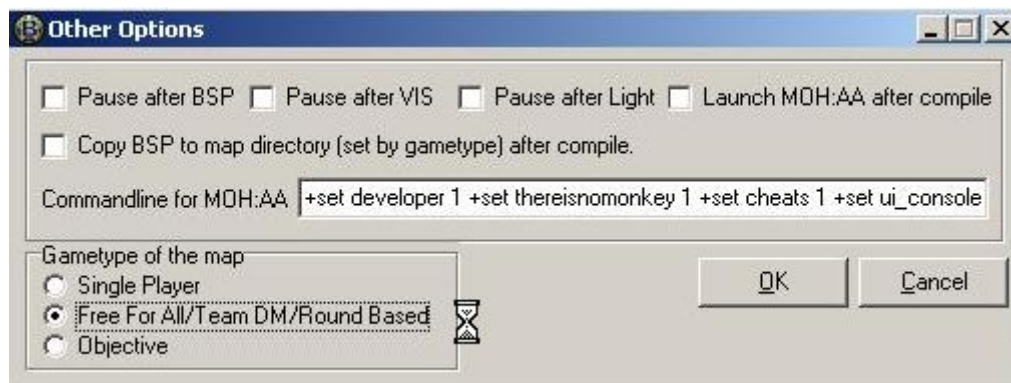
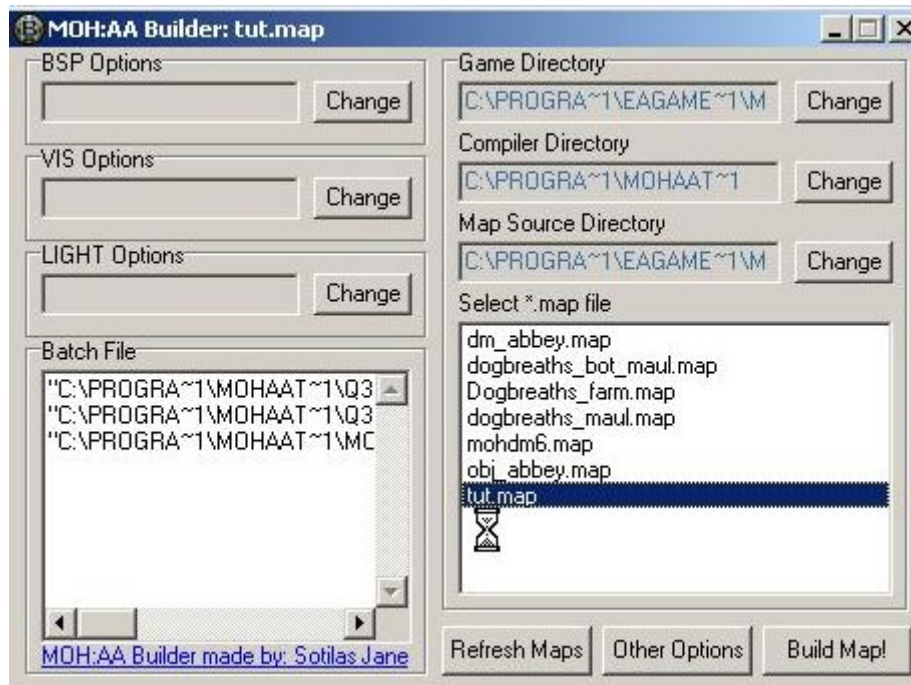
Hit esc to deselect everything then right click on the grid within your room, from the menu pick "light" and a light will appear, you may need to drag it down a little so it's not in the ceiling, hold ctrl and left mouse to drag it where you want it, esc again, then right click and from the menu choose info-player-start. A box will appear, move it so that it's just above the floor, about 1 grid square is fine, hit N to bring up the Entity properties and find the numbers on the bottom left, click them until the arrow faces the direction you want to be facing when you start. Save



Use Mbuilder to compile your map but first make sure you take out any custom maps from your MOHAA\Main folder, if it has custom textures in it, your map won't build, Mbuilder.exe goes into your Mohtools folder, tell it which map you are going to compile, then click "other options" and tell it



what kind of map you are making, I have deselected all those other options as well, leave "Copy BSP to....." selected at this stage, The screen shot shows it deselected but that's because I make a .pk3 after I compile. Ok now click on the **Build Map!** button and build away!



When it's compiled copy the .bsp file to your \main\maps folder, fire up Mohaa and bring up the console (~) type: map test (or whatever you have called your map) and it should load. You will not have any sound or weapon but it's ok for having a look around.