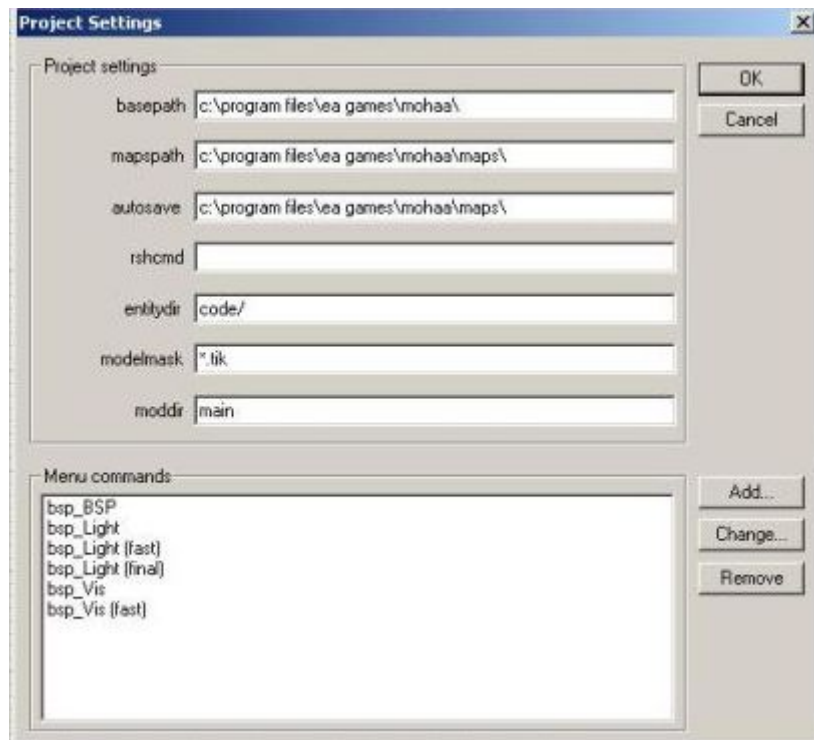


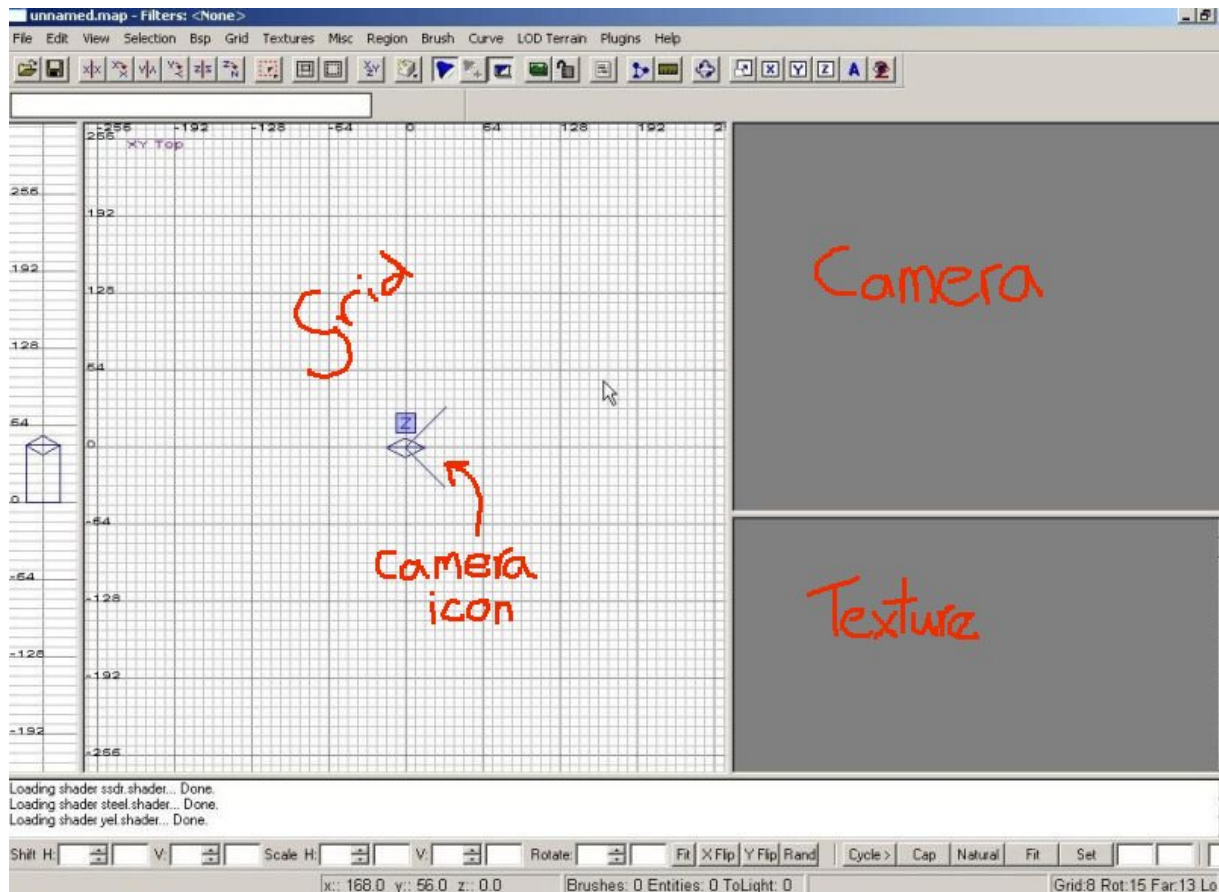
# Welcome to Dogbreaths tutorials

**Thanks for coming here. This site is designed to start you at absolute newbie level, which is incidentally where I started**

I assume you know nothing about mapping for MOH, you've downloaded Radiant, installed it properly with entdefs.pk3 in the \MOHAA\Main folder, and are thinking "What the..?" Before you can start you need to tell Radiant a few things when it is first installed, like where your MOHAA directories are, and where you want your maps saved to. It will not work if these project settings are wrong.



So let's look at the program, when it first loads you'll see something like the screen below. There are 3 main areas, the grid area, the 3D view or camera area, and the texture area. You'll also have a menu bar and a lot of strange looking buttons directly underneath that. Click the eye on the far right until a 2 is displayed. This changes the way the camera moves in the 3D area, 2 seems to be the easiest mode.



Then click Edit-Preferences to set up your working area, by default everything is pretty much ok but click on the correct mouse settings and make sure you select "Paint size info". The "views rendering" at the top left is a matter of personal preference, mine was set to the first option by default and by the time I learned I could change it, it was too late, I prefer it that way now, some don't but that's fine. Uncheck the "auto save" and "Snapshots", if you make a mistake you don't want it saved, instead get into the habit of saving after every "successful" change. Radiant can be a bitch of a program, it will often crash unexpectedly, so get in the habit of saving every so often, mine often crashes after I select the general\_structre textures, so I have learnt to save a lot. (and especially before using those textures!!)

