1) **Q. My MBuilder does not work!**A. Make sure you have MBuilder pointing to the right paths. These paths are all the Default paths:

|  |
| --- |
| 1) the Game Source directory is pointing to “C:\Program Files\EA GAMES\MOHAA” 2) The compile source is pointing to “C:\Program Files\MOHAATools” 3) And the map source is pointing to “C:\Program Files\EA GAMES\MOHAA\main\maps\dm” 4) Make sure you are saving your maps in “C:\Program Files\EA GAMES\MOHAA\main\maps\dm” and if you do not have the maps\dm folders make them 5) Make sure in MBuilder you do not have anything in the boxes for vis bsp and light on the left! 6) In MBuilder, make sure in other options you do not have Pause selected for all three- vis light and bsp! |

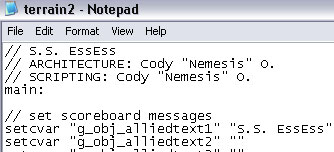
2) Q. Custom Load Screen works, but my picture is White w/a black out line.  
A. Okay, Make sure you are saving it as "your-map-nameload.tga" make sure you have "load.tga" like mine is "rageload.tga" then do the scripting! It shall work!

Also you will want to save your picture w/Photoshop6, if you have 7, it wont work...Dont ask me y! Dono

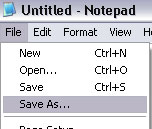
3) Q. When I right click in MOHRadiant, I do not have "info" "playerstart" or any thing like in the tuts  
A. Okay in the folder "C:\Program Files\MOHAATools" you will see a file named "entdefs.pk3" copy it to this directory "C:\Program Files\EA GAMES\MOHAA\main" with the rest of your .pk3 files.  
  
4) Q. My door only opens one way!  
A. Will want to use "alwaysaway" value for your door. So the values would be:  
alwaysaway / 1 <--yes it will always open away  
alwaysaway / 0 <---no, it will just open one way

"If your door is built "north/south", set the angle to "0" (the button says 360). If your door is built "east/west" set the angle to 270.   
You need the "alwaysaway" value for certain situations. Ex: You have an east/west door that you want to open in only one direction. You would set the angle to 90 or 270 (depending on which direction you wanted it to open) and plug in "alwaysaway" "0". Viola!! The door only opens in one direction." --brknrun

5) Q. Saving/Open/Edit my .scr .shader .tik etc! With Notepad.  
A. 1st, write your script in notepad:

  
((((if you do not know how to open note pad, please quit mapping now)))

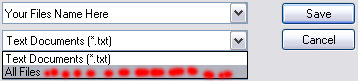
When you are done, go up to "File" "Save As":



Then the Save Menu will come up, click the drag down menu that sais ".txt":



and choose "All Files":



Then on the top line, type the name of your file, ex: nemesis.shader, nemesis.tik, nemesis.scr  
Get it? Then hit "Save":

http://web.archive.org/web/20040112120605im_/http:/users.1st.net/kimberly/tutorial/note%20pad/done.jpg

NOW to open any file w/note pad.

Just go to File Open, then choose "All Files" like you did before, then find what file you want, and open it...by double clicking.

6) Q. How to select eveything, or just certain things, w/the selection tool "http://web.archive.org/web/20040112120605im_/http:/users.1st.net/kimberly/tutorial/Selection%20tool/select-icon.jpg"  
A. Okay, 1ST SORRY SO LATE!!!!!   
2ND here it is:

Note 1st. you must draw a brush inorder to select stuff, if you do not know what a brush is, this is a brush:

[](http://web.archive.org/web/20040112120605/http:/users.1st.net/kimberly/tutorial/Selection%20tool/brush.jpg)

We are using this tool "http://web.archive.org/web/20040112120605im_/http:/users.1st.net/kimberly/tutorial/Selection%20tool/select-icon.jpg" the S-E-L-E-C-T-I-O-N TOOL

It has 4 options:

|  |
| --- |
| http://web.archive.org/web/20040112120605im_/http:/users.1st.net/kimberly/tutorial/Selection%20tool/options.jpg |

Select Complete Tall: This option I think selects stuff like this; [http://web.archive.org/web/20040112120605im_/http:/users.1st.net/kimberly/tutorial/Selection%20tool/select-tall-thumb.jpg](http://web.archive.org/web/20040112120605/http:/users.1st.net/kimberly/tutorial/Selection%20tool/select-tall.jpg)  
Select Touching: Quite self explanatory, what ever is touching our brush, it will be selected.

|  |  |
| --- | --- |
| The Brush | What it  Selects |
| [http://web.archive.org/web/20040112120605im_/http:/users.1st.net/kimberly/tutorial/Selection%20tool/touching-thumb.jpg](http://web.archive.org/web/20040112120605/http:/users.1st.net/kimberly/tutorial/Selection%20tool/touching.jpg) | [http://web.archive.org/web/20040112120605im_/http:/users.1st.net/kimberly/tutorial/Selection%20tool/touch-result-thumb.jpg](http://web.archive.org/web/20040112120605/http:/users.1st.net/kimberly/tutorial/Selection%20tool/touch-result.jpg) |

Select Partial Tall: hhhmm I have no idea! :)  
Select Inside: This is the best, draw a huge box around your map/house/whatever and then choose this, and it will select what ever that is inside! Wow imagine that, exactly what its name says! WOOOWWW

|  |  |
| --- | --- |
| The Brush | What it  Selects |
| [http://web.archive.org/web/20040112120605im_/http:/users.1st.net/kimberly/tutorial/Selection%20tool/inside-thumb.jpg](http://web.archive.org/web/20040112120605/http:/users.1st.net/kimberly/tutorial/Selection%20tool/inside.jpg) | [http://web.archive.org/web/20040112120605im_/http:/users.1st.net/kimberly/tutorial/Selection%20tool/inside-results-thumb.jpg](http://web.archive.org/web/20040112120605/http:/users.1st.net/kimberly/tutorial/Selection%20tool/inside-results.jpg) |

There you go, thats it! and YOUR WELCOME!