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| **Setting up EasyGen** |
| **What we are going to do:** |
| Going to setup EasyGen |
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| **Get Going!** |
| After you download EasyGen, Extract it where ever you want! I just kept mine on my desktop.  Then double click on the EasyGen name/logo "http://web.archive.org/web/20040107065559im_/http:/users.1st.net/kimberly/Tutorial/setupeasygen/logo.jpg"  And you will get this pop up:  http://web.archive.org/web/20040107065559im_/http:/users.1st.net/kimberly/Tutorial/setupeasygen/1st.jpg  Hit "OK" and it will change into this:  [http://web.archive.org/web/20040107065559im_/http:/users.1st.net/kimberly/Tutorial/setupeasygen/thumb/blank.jpg](http://web.archive.org/web/20040107065559/http:/users.1st.net/kimberly/Tutorial/setupeasygen/blank.jpg)  Now just fill in the blanks! use the "..." to find directories:  Work Mod: Is where ever you MOHAA file is! The actual Game. Mine is "c:\program files\ea games\mohaa"  Bitmaps: You will have to make a folder for this, make it anywhere. Mine is "c:\program files\ea games\mohaa\main\bmp" I made the "bmp" folder  Bitmaps: The second Bitmap is where you will import your .bmp's from, so make another folder in you main directroy, mine is "c:\program files\ea games\mohaa\main\bmpin"  So everything should look like this:  http://web.archive.org/web/20040410230610/http://users.1st.net/kimberly/Tutorial/setupeasygen/filledin.jpg  Now Hit "OK"  You should get this pop up, just hit "yes" and it will make them folders.  [http://web.archive.org/web/20040107065559im_/http:/users.1st.net/kimberly/Tutorial/setupeasygen/thumb/2nd.jpg](http://web.archive.org/web/20040107065559/http:/users.1st.net/kimberly/Tutorial/setupeasygen/2nd.jpg)  You should get this pop up, just hit "OK"  [http://web.archive.org/web/20040107065559im_/http:/users.1st.net/kimberly/Tutorial/setupeasygen/thumb/3rd.jpg](http://web.archive.org/web/20040107065559/http:/users.1st.net/kimberly/Tutorial/setupeasygen/3rd.jpg)  Then EasyGen will open.  Now lets import the textures EasyGen will use.  In you MOHAA\main\ folder, you will find some .pk3 files, open "pak2.pk3" and you will get all the textures! Now drag them to the folder that EasyGen created, called "textures"  http://web.archive.org/web/20040410232939/http://users.1st.net/kimberly/Tutorial/setupeasygen/folder.jpg  Now in EasyGen, go to "Textures" "Add folder" http://web.archive.org/web/20040107065559im_/http:/users.1st.net/kimberly/Tutorial/setupeasygen/thumb/add.jpg. And go to the directory where you have your textures, and pick the folder "Misc\_Outside"  [http://web.archive.org/web/20040107065559im_/http:/users.1st.net/kimberly/Tutorial/setupeasygen/thumb/import.jpg](http://web.archive.org/web/20040107065559/http:/users.1st.net/kimberly/Tutorial/setupeasygen/import.jpg)  And they will appear on the bottom left hand side!  http://web.archive.org/web/20040410221337/http://users.1st.net/kimberly/Tutorial/setupeasygen/bls.jpg  There you go, now onto the [tutorial](http://web.archive.org/web/20040107065559/http:/users.1st.net/kimberly/Tutorial/terrain.htm) for it! |