

Where to save your map so MBuilder Works

What we are going to do:

Learn where to save your map at, so MBuilder works!

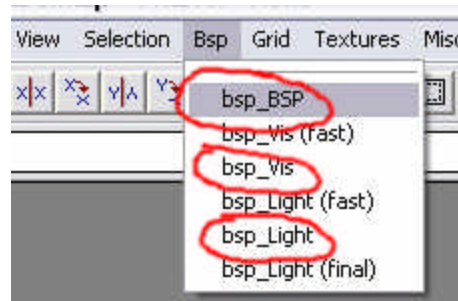
Get Going!

Okay, when you are building you map, and you want to save it, save it to this directory

"mohaa\main\maps\dm"

mine is "C:\Program Files\EA GAMES\MOHAA\main\maps\dm"

Once you save it, run these 3 "BSP's" in MOHRadiant



This is so you will have your Bsp, Vis, and Light.

IMPORTANT!

I must stress for you to save your map in that directory.

And that should do it, if it doesn't let me know! [Nemesis](#)