

Your very own ".scr" file!

What we are going to do:

We are going to make a ".scr" file for your map! Every map needs one, there is where you put information to be executed so your map can have stuff like, "ambient sound" "explosions" etc. so here we go!

Get Going!

Okay, open up "note pad" and copy this:

```
// Rage <-----Title of you map!
// ARCHITECTURE: Nemesis <----- Who made it!
// SCRIPTING: Nemesis <----- Who scripted the map!

main:

// set scoreboard messages
setcvar "g_obj_alliedtext1" "DIE" <-----A message if you have an OBJ
map, but I just left it in!!
setcvar "g_obj_alliedtext2" ""
setcvar "g_obj_alliedtext3" ""
setcvar "g_obj_axistext1" ""
setcvar "g_obj_axistext2" ""
setcvar "g_obj_axistext3" ""

setcvar "g_scoreboardpic" "none" <-----Important to have set to none!

level waitTill prespawn

/** Precache Dm Stuff
exec global/DMprecache.scr

level.script = maps/dm/rage.scr <-----point this to your ".scr" we are
making!

level waittill spawn

end
```

((Everything in GREEN, leave out, it just describes what stuff means!))

There you go, save it as "yourmap.scr" in the directory where you map is saved!

Mine is "C:\Program Files\EA GAMES\MOHAA\main\maps\dm\rage.scr"

You can keep this ".scr" in that folder and it will execute even if you do not ".pk3" it!

Well thats it! Good Job!