

### The Basics...

- A brush is the selected wall or "block".
- To stretch it click/hold and then drag.
- There are three camera modes on the graph view, Top, Front, and Side.
- Right click Brings up "Entitys" or Objects to place.
- "N" brings up the entity screen, you can select entitys here also, and change angles of things, and add things into the Key and Value boxes.
- The key and value box will help you out later.

### - Lights...

Lights are what light up maps. With out them you would have a black map, You definately need them.

- To place a light right click and go to light and then drag it to were ever you want it.
- Coronas in "STATIC" are small light flares, Put them in the lightbulb or lamp and it will make it look like the light is on.
- Coronas do not creat light.

### - Spawn Points...

Spawn points are were you will start in a game. To change the Direction in which the spawn point faces press "N" to bring up the entity screen. then at the bottem left click and angle, and that will change the direction.

- Death Match spawns are only used in Free for All.
- Axis are were axis will spawn in Team Death Match, Round Based Match and Objective.

### - Basic Room...

- The basic room needs a light and a spawn point.
- To make a room first select a wall texture, then a ceiling and floor texture then place a light and a spawn poit and you have a map that can be played.
- To play it colpile it and put it in you MOHAA/MAIN/MAPS/DM folder and then start up MOHAA and go to multiplayer and select you map under Death Match and start game.

#### - How to test map...

Where to place MoHAA Bsp files...

Go to MoHAA/Main and create a folder called "MAPS", Then in that create two more folders called "DM" and "OBJ". If you have a Free for All, Team Death Match, or Round Based Match, put the BSP file in you MoHAA/Main/Maps/DM. If you have a Objective map put it in the OBJ folder.

#### - Sky...

-To make a sky select a sky texture and put it aroound you map. do not put it to close or to far, to close will result in disapearing grenades and rockets and to far will result in slow compile time.

-Don't worry about playing with the texture, it will come out fine.