

Multiple Map Loading Screens

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That loading screen type is very easy.

First, you want to be sure to save your images as .jpg's. If you use .tga's, the filesize will be too big.

I am assuming that you know to place your images in the textures\mohmenu\dmloading or objloading depending on game type of your map.

You then need to create your .urc file. This is the file that will "show" the "slides" 😊

It should look like this:

```
yourmapname
{
nomipmaps
nopicmip
cull none
force32bit
surfaceparm nolightmap
{
animMap .4 textures/mohmenu/dmloading/yourimg.tga
}
}
```

The clampMap that you are used to seeing is replaced with animMap, and directly after that, the "how long should this image stay on screen" number.

You only need that once.

For multiple images, it would be (all on the same line even if this post shows it on more than one line):

```
animMap .4 textures/mohmenu/dmloading/myimage.tga
textures/mohmenu/dmloading/mynextimage.tga
and so on.
```

Notice the frequency number is only needed once.

Also, be sure that there is one and only one "space" between each image's path.

Hope this real long story for a short thing helps!