

Here is a tutorial posted on [MoHAA By VonderCrunch](#).

It should help you set up your Radiant so that it functions properly with your game.

Need help setting up Radiant?

It is not as hard as you think.

Many compiling problems are solved simply by having Radiant installed properly, with the proper directories chosen.

When you download Radiant, you get a compressed (zipped) folder called MoHAA Tools.

Extract the files to the directory of your choice.

I have chosen C:\Program Files\MoHAA Tools.

But it is written like this: C:\PROGRA~1\MOHAAT~1 in the Mbuilder settings.

Notice in the image above, that q3map is located in this folder.

By Right-Clicking on the q3map icon, and then clicking 'Properties' I can verify the file location (Directory)

Good! Now we have downloaded Radiant, and know where our file is.

Now we can move on to the rest of the installation.

In the MOHAA Tools folder, you will notice a file called 'entdefs.pk3'

Copy this file, and Paste it into your MOHAA\main folder.

Good! Now start up Radiant, click **FILE** then **PROJECT SETTINGS**

It should now look like this:

Here we are going to make sure that our settings point to our directories where our files are located.

The first setting is called 'basepath'. This is the directory where you have your MOHAA Game.

Mine is c:\program files\ea games\mohaa

The second setting is your 'mapspath'. This is the path to your 'maps' folder.

Mine is: c:\program files\ ea games\mohaa\main\maps

The third is your 'autosave' path, where your maps are saved if you have autosave on. I actually do not use this function, I save on my own. But the setting here is:

C:\program files\ea games\mohaa\main\maps-test

Great! Our Moh Radiant will now work properly.