

Howto: Readme Files

So many new maps always getting released and the mapper never includes a readme file stating what the map is about or any basic objectives, so i have listed one below that you can copy & paste to fill out and include with your zip file or put it inside your pk3 file.

HERE IS A GOOD BASIC README FILE

(if you have additional info you want to put in then do it)

Basic Information

Map Maker: YOUR NAME

Email Address: YOUR EMAIL

ICQ/MSN/Yahoo: YOUR CHAT INFO

Clan Site: IF AVAILABLE

Map Information

Game: RETURN TO CASTLE WOLFENSTEIN or ENEMY TERRITORY

Title: MAP NAME

Filename: MAPNAME.pk3

Version: BETA 1, BETA 2, BETA 3, Final, ETC...

Release date: 01/01/2006

Decription: GIVE A GOOD DESCRIPTION/STORY OF WHAT THIS MAP IS ABOUT

Players: This is a small map designed for 1-XX amount of players.

Installation: Place the MAPNAME.pk3 into your etmain folder,
select it from the multiplayer->create server menu or
bring down the console and type: map MAPNAME

Objectives

Allies: LIST ALL ALLIE OBJECTIVES IN ORDER

Axis: LIST ALL AXIS OBJECTIVES

Additional Map Information/Credits

Conversion: GIVE CREDIT TO THE ORIGINAL MAPPER IF THIS IS A MAP CONVERSION FROM RTCW

Thanks: SPECIAL THANKS TO ANYONE WHO HELPED WITH MAP, SCRIPTS, COMMAND MAP, ETC...
(LIST PLAYER NAMES, EMAILS IF POSSIBLE, CLAN NAMES AND WEBSITES, ETC..)

Compile time: 6 hours

Round time: 12 minutes

Testing

Bugs: REPORT ANY BUGS TO YOUR EMAIL ADDRESS HERE

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Source: Splash Damage Forums
by [Northerner](#)

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