



AAAA Full Map Index URL: <http://www.mohaaaa.co.uk/AAAAMOHAA/content/full-map-index>
AAAA Sort maps by Creator URL: <http://www.mohaaaa.co.uk/AAAAMOHAA/content/map-sort-view>
AAAA Bulk Maps URL: <http://www.mohaaaa.co.uk/AAAAMOHAA/content/view-bulk-mohaa-maps>
AAAA .MAP Tutorials URL: <http://www.mohaaaa.co.uk/AAAAMOHAA/content/mohaa-map-tutorials>
AAAA Map Theme Lists URL: <http://www.mohaaaa.co.uk/AAAAMOHAA/content/theme-maps>
AAAA Main Map Database URL: <http://www.mohaaaa.co.uk/AAAAMOHAA/content/aaaa-mohaa-map-database-mohaa-maps-mohsh-maps-mohbt-maps>

You are able to combine search options if you want, as long as they are available on the same page and in different search boxes.

Know part of the title?

1. Go to the Main Map Database page. (Also available on '[Sort maps by Creator](#)' page.)
2. Type it into the '[Title Search](#)' box, make sure the dropdown box is set to '[Contains](#)'
3. Click on [Apply](#) to see the results.

Know the first (few) letter(s) of the title?

1. Go to the Main Map Database page. (Also available on '[Sort maps by Creator](#)' page.)
2. Type it into the '[Title Search](#)' box, make sure the dropdown box is set to '[Starts with](#)'
3. Click on [Apply](#) to see the results.

Know the last (few) letter(s) of the title?

1. Go to the Main Map Database page. (Also available on '[Sort maps by Creator](#)' page.)
2. Type it into the '[Title Search](#)' box, make sure the dropdown box is set to '[Ends with](#)'
3. Click on [Apply](#) to see the results.

Know part of the map loading command? (e.g. obj/renan, dm/toysoldiers)

1. Go to the Main Map Database page. (Also available on '[Sort maps by Creator](#)' page.)
2. Type it into the '[Search Map Name](#)' box, make sure the dropdown box is set to '[Contains](#)'
3. Click on [Apply](#) to see the results.

Know the first (few) letter(s) of the map loading command? (e.g. obj/stlo, dm/toysoldiers)

1. Go to the Main Map Database page. (Also available on '[Sort maps by Creator](#)' page.)
2. Type it into the '[Search Map Name](#)' box, make sure the dropdown box is set to '[Starts with](#)'
3. Click on [Apply](#) to see the results.

Know the last (few) letter(s) of the map loading command? (e.g. obj/stlo, dm/toysoldiers)

1. Go to the Main Map Database page. (Also available on '[Sort maps by Creator](#)' page.)
2. Type it into the '[Search Map Name](#)' box, make sure the dropdown box is set to '[Ends with](#)'
3. Click on [Apply](#) to see the results.

Know part of the name of the creator?

1. Go to the '[Sort maps by Creator](#)' page.
2. Type it into the '[Map Creator](#)' box, make sure the dropdown box is set to '[Contains](#)'
3. Click on [Apply](#) to see the results.

Know the first (few) letter(s) of the name of the creator?

1. Go to the '[Sort maps by Creator](#)' page.
2. Type it into the '[Map Creator](#)' box, make sure the dropdown box is set to '[Starts with](#)'
3. Click on [Apply](#) to see the results.

Know the last (few) letter(s) of the name of the creator?

1. Go to the '[Sort maps by Creator](#)' page.
2. Type it into the '[Map Creator](#)' box, make sure the dropdown box is set to '[Ends with](#)'
3. Click on [Apply](#) to see the results.

Know the map loading picture?

1. Go to the Main Map Database and search through every picture/page.
(Also available on '[Sort maps by Creator](#)' page.)
2. Go to the '[View Bulk maps](#)' page and search through every picture/page.

Want to have a quick search through all the maps?

1. Go to the '[Full map index](#)' page, this will load all maps in 1 page.
2. Use [CTRL+F](#) to search for any letter/word you'd like.

Do you remember anything important from the map, what the map was about?

Many maps are named after their objective or important objects in that map.

1. Search in the '[Title Search](#)' box and/or '[Search Map Name](#)' box for the word, make sure the dropdown box is set to '[Contains](#)'.
2. Example words (where many maps are named after) are: Bunker, Bridge, Tank, Factory, Ship etc.

Do you want to see which maps contain the .map file?

These files are needed to edit the map or obtain information from the map (for mappers).

1. Go to the Main Map Database page.
2. Click on the first dropdown box below '[.Map file Present](#)' and put it on '[Is all of](#)'.
3. Click on the second dropdown box below '[.Map file Present](#)' and put it on '[Yes](#)'.
4. Click on [Apply](#) and only maps with the .map files included will be shown.

Refine your search by Game (AA, SH, BT)

1. Go to the Main Map Database page.
2. Click on the dropdown box below '[Game](#)' and put it on '[Contains](#)'
3. In the box below the dropdown box type in either [AA](#), [SH](#) or [BT](#).

You will now only see maps from this specific game. NOTE that 90% of all the AA maps are also playable in SH & BT!

Refine your search by excluding a Game (AA, SH, BT)

1. Go to the Main Map Database page.
2. Click on the dropdown box below '[Game](#)' and put it on '[Does not contain](#)'
3. In the box below the dropdown box type in either [AA](#), [SH](#) or [BT](#).

You will now see all map except those for the game that you typed in. NOTE that 90% of all the AA maps are also playable in SH & BT!

Refine your search by Map Type.

These are mostly the normal map types, DM, OBJ, SP & LIB (Breakthrough only). It is also possible to get combinations of them and there are 2 types that are not default. 1 is CTF; there are 2 maps that have a build in CTF system (different from the normal CTF mod) thus the map type is defined as CTF (even though it begins with obj/). The 2nd one is MAP File Only, these maps do not include a playable map, only mappers can edit these maps and perhaps make them playable.

1. Go to the Main Map Database page.
2. Type in part of/or the entire word of 1 of the map types listed below, in the '[Map Type](#)' box.
3. Make sure the dropdown box below it is on '[Contains](#)'.
4. Click on [Apply](#) to see the results.
5. *If you type in e.g. [Objective](#), it will show you all Objective maps, including maps that have also a Death Match or Single Player game type included. This is the same for all types.*
6. *You can use this search method in combination with [Title Search](#) & [Search Map Name](#) options to decrease your amount of results.*

Map Types:

Capture the Flag	Liberation
Death Match	MAP File Only
Death Match & Liberation	Objective
Death Match & Single Player	Objective & Single Player
Death match and Objective	Single Player

Refine your search by Map Feature modes.

These are special modes that are either included directly into the map (meaning as soon as you start the map, this mod is activated, like Snowball Only or Bash Only) or indirectly (meaning you still need another file to be able to play it, like Freeze-Tag or Capture The Flag). The Bot Addons are always included in the '[Extra Files](#)' section on the specific map page.

1. Go to the [Sort maps by Creator](#) page.
2. Click on [Map Feature modes](#) to order the modes A-Z, click again to order them Z-A.
3. When searching for maps on this page, the mode will always be shown on the right, next to [Map Creator](#).

Map Feature modes:

Capture The Flag	Freeze Tag
Total conversion	Liberation / Jail Break
Snowball Only	Bot Addon
Bash Only	Base Build
Pistols Only	Jump Pads



AAAA Skin Database: <http://www.mohaaaa.co.uk/AAAAMOHAA/content/aaaamohaaaa-skins>

The Skin Database works basically the same as the Map Database and thus most options for the Map Database are the same and will not be repeated.

The changes from the Map Database is, is that 'Map loading command' is now '[Mod name](#)'.
Mod name is the name that has been given to the specific skin file, e.g. allied_manon.

You can also refine your searches by searching via '[Theme](#)'. There is a list with Themes you can pick from and when pressing [Apply](#) afterwards, you'll get to see all the skins for that theme. The theme list is shown below:

- Christmas
- Winter
- Horror
- Horror Movies
- Zombies
- Famous Person
- Aliens
- Super Heroes
- WW2
- Paintball
- Wild West
- SWAT
- Terrorists
- Snipers
- Space
- Cartoon
- TV/Movie
- Modern Soldiers
- Pirates
- Mafia



AAAA Mod Database: <http://www.mohaaaa.co.uk/AAAAMOHAA/content/mohaa-mod-database>

The Mod database has a few similarities to the Map & Skin database but also some differences. The 'Title' and 'Creator' search bar work the same as the Map & Skin database.

However the Mod Database gives you several more options/lists to choose from to refine your search.

First of there is the Mod-type category ('Type of Mod'). Below you'll find the list of all mod-types with a definition of them next to it.

Type of Mod	Explanation/Examples
Admin Tools	Tools used by and for admins. <i>Admin menu's, admin pro, punishment mods etc.</i>
Fair Play	Mods used to improve fair play in a server. <i>Anticham, anticamp, spawnprotection, mapfixes, anti-doorblock etc.</i>
Blood	Blood mods (see blood spatter when you shoot someone).
Weapon	Mods that modify weapon usage. <i>Realism mods, Sniper Only, Bash Only, Pistol Only etc.</i>
Gametype	Mods that (slightly) change the goal of the game. <i>Freeze-Tag, CTF, Survival Horror, Base Assault, Jail-Break etc.</i>
Player Stats	Mods that offer stats for players. <i>Elgan's player stat mod etc.</i>
Bots / AI	Mods that produce bots or utilities for bots. <i>Jv_bots, jv_update1 etc.</i>
Texture	Mods that change (some of the) textures in-game.
Sound	Mods that change (some of the) sounds/music in-game.
Total Conversion	Mods that alter the entire game (textures, sounds, maps, skins etc.). <i>Counter Terror, Modern Warfare, City Nights, Hell in the Pacific etc.</i>
Weapon Skins	Mods that change the skin/looks of weapons.
HP Skins	Mods that change the skin/looks of health packs.
Scopes	Mods that change the shape/look of the scopes on weapons.
Map	Mods that alter/add things to a normal map. <i>Driveable vehicles, planes, dogs, boxes etc.</i>
Smoke	Mods that add smoke or change the colour of the smoke.
HUDs	Mods that alter the look/shape/size/location of the Head-Up Display. <i>Custom avatars, compass, health-bar, weapon bar etc.</i>
Custom UI	Mods that alter the User Interface. <i>Custom loading screens, customized menu's etc.</i>
Fonts	Mods that change the fonts in-game.
MISC	Any mod that was unable to be categorised in any of the other types.

Secondly you can categorize even further by using the '[Sub Category](#)' list. You could directly start looking by choosing from this list, or first pick a Type of Mod to narrow down your results.

A list of Sub Categories can be seen below:

Sub Category	Explanation/Examples
N/A	<i>These are Type of Mods that can't be divided into Sub Categories</i>
MISC	<i>Mods that could not yet be placed under an existing Sub Category</i>
Avatar	<i>The symbols above the heads of players (axis & allies)</i>
Compass	<i>The compass at the top left of the screen</i>
Health Bar	<i>The health indicator at the bottom left of the screen</i>
Weapon Bar	<i>The weapon bar located at the bottom of the screen when switching weapons</i>
Crosshair	<i>The dot in the middle of the screen with which you aim</i>
Explosions	<i>Explosions from grenades, rockets or barrels</i>
Weapon Limiter	<i>Mods that help you limit certain weapons</i>
Realism	<i>Realism mods</i>
Sniper Only	<i>Sniper Only mods</i>
Rifle Only	<i>Rifle Only mods</i>
Sniper and Rifle	<i>Sniper & Rifle Only mods</i>
Bash Only	<i>Bash Only mods</i>
Pistol Only	<i>Pistol Only mods</i>
Mk 2 Grenade	<i>Allied Grenade</i>
M24 Stielhandgranate	<i>Axis Grenade</i>
BAR	<i>Allied MG</i>
Walther P38	<i>Axis Pistol</i>
Colt 45	<i>Allied Pistol</i>
M1 Garand	<i>Allied Rifle</i>
StG 44	<i>Axis MG</i>
MP40	<i>Axis SMG</i>
Thompson	<i>Allied SMG</i>
Springfield	<i>Allied Sniper</i>
KAR98K	<i>Axis Rifle (Mauser)</i>
KAR98K Sniper	<i>Axis Sniper</i>
Bazooka	<i>Allied Rocket Launcher</i>
Panzerschreck	<i>Axis Rocket Launcher</i>
MG42	<i>Big MG located in maps</i>
Shotgun	<i>Shotgun for both Axis & Allies</i>
Standard Silenced Pistol	<i>Silenced pistol as used in Single Player missions</i>
Mine	<i>Mines (and claymores and such)</i>
Spawn Protection	<i>Spawn Protection mods</i>
Anti-Camp	<i>Mods that defend against campers</i>
Anti-Cheat	<i>Mods that defend against cheaters</i>
Anti-Doorblock	<i>Mods that defend against doorblockers</i>
Map Fixes	<i>Mods that help fix bugs/issues in maps</i>
Menu	<i>The normal in-game Menu</i>
Loading Bar	<i>The loading bar you see when a map loads</i>

Furthermore the Mod Database search can be refined by the [Server Side](#) / [Client Side](#) (or both) options.



AAAA Tutorial Database: <http://www.mohaaaa.co.uk/AAAAMOHAA/content/guides-and-tutorials>

The **Guides & Tutorial Database** has a few of the same search options as the other databases, which are the search refining by **Title** (name of the guide/tutorial) and by **Creator** (Author).

The Database does NOT include pictures as they would be useless for a database such as this. However the Database has further search refines such as **Category** and **Sub Category**.

Category has two options:

- **Guides** // Text that gives information and can be used as a guideline or reference
- **Tutorials** // Text that explains and helps you to create something

Sub Category has a few more options, to refine the 2 categories shown above:

- **Mapping** // Text directed towards mapping (creating maps and such)
- **Skinning** // Text directed towards skinning (creating skins / player models and such)
- **Scripting** // Text directed towards scripting (how to use/create scripts etc.)
- **Walkthroughs** // Text that shows you how to manoeuvre through SP missions and such
- **Manuals** // Text that explains software/programs and how to install/use them.
- **Other** // Text that can't be classified under any other Sub Category



AAAA Tool Database: <http://www.mohaaaa.co.uk/AAAAMOHAA/content/tools>

The Tool Database is designed for out-game tools that can help you in various aspects in the game. Mostly it's software like autokick programs or tools that help with mapping/skinning etc.

There are not many tools for this game thus it's not a big database. It exists out of 3 search refine options: **Title**, **Creator** & **Server or Client Side**.



AAAA Prefab Database: <http://www.mohaaaa.co.uk/AAAAMOHAA/content/tools>

AAAA Prefab FAQ: <http://www.mohaaaa.co.uk/AAAAMOHAA/content/prefabs-faq>

The **Prefab Database** is made for prefab files, which are basically/mostly items that can directly be placed in maps and thus can only be used by people who are creating (or editing) a map. They need to be used in MOHRadiant.

As most databases, the typical search options are available such as: [Title](#) & [Creator](#). A third search option has been added called '[Category](#)'.

Category makes use of categories for certain types of prefabs (items) that can be used in mapping.

<u>Sub Category</u>	<u>Explanation/Examples</u>
Buildings	Houses, Hotels, Mansions, Castles, Bunkers, Apartments, Barns, Garages etc.
Vehicles	Cars, Tanks, Boats, Helicopters, Trains etc.
Vegetation	Trees, Plants, Grass, Forests, Logs, Bushes etc.
Industrial	Barrels, Pipes, Factories, Antenna's, Radar/Radio Towers, Reservoir Tanks, Silos etc.
Interior	Posters, Doors, Windows, Beds, Tables, Chairs, Cabinets, Lockers, Lights, Stove, Shelves etc.
Bridges	All types of Bridges (For vehicles, for pedestrians, made of wood/metal/stone etc.).
Walls/Fences	Anything that blocks your passage; walls, fences, barriers etc.
Ladders/Stairs	All kinds and types of ladders and staircases.
Model Maps	Models that cannot be used directly but need actual models to work.
Weaponry	Weapon Racks, Ammo Boxes, Cannons, MG42 Setups, Catapults and other weapon related equipment.
Misc	Any prefab that does not have a category assigned to them yet.

When searching by **Title**, remember that it's possible that certain items have multiple names that can be used for them. E.g. a crate can also be named a box. So make sure to use categories where needed or try synonyms of the item you're looking for.