How To Use The Qnm Message Maker

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www.delta-sf.com/wos <--Wos clan homepage
www.zone.com <--msn gaming zone(check out the q2 rooms) (Look me up, Anubis_WOS) And yes i know its kind of a big file but i didnt know how to convey, "how to use qnm" without pics =)
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Disclaimer............

Warning:I am not a quake 2 expert so if you mess up i am not to blame I have written this tutorial(and my binding tutor)to the best of my quake 2 abilities)I did not make qnm but do know how to use it....
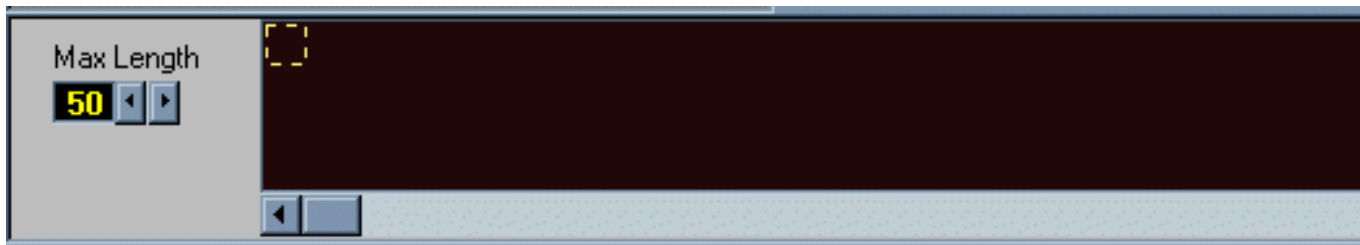~~~~~~

Step 1: Locate and open your qnm program.

Step 2: Click the big blue "M" **(refer to Figure A.)** on the qnm program to take you to the message making section **(refer to Figure B.)**

Figure A.

Figure B.

Step 3: Use your mouse or the arrow keys,(or the big green arrow sign **(In**

Figure C.)), to move the yellow **cursor** around the message screen **(pictured above in Figure B.)**
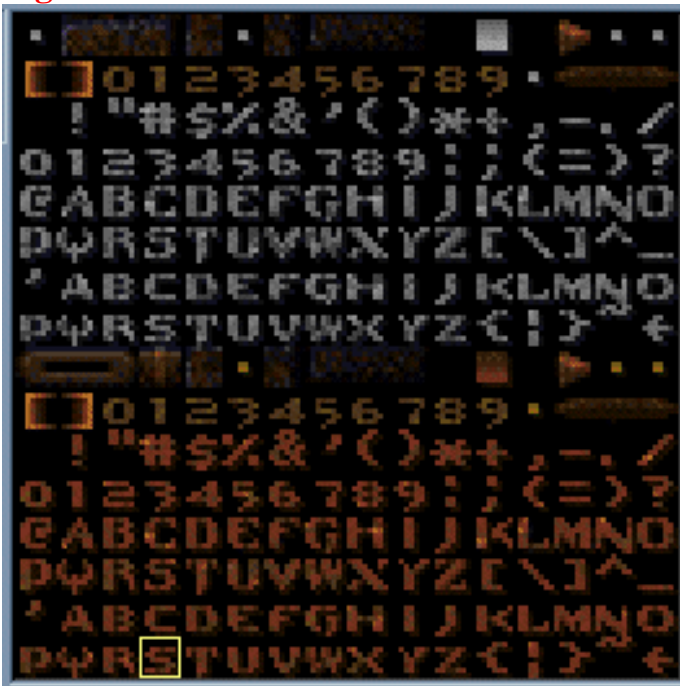
Figure C.

Step 4: (Now that you have mastered the cursor movement);

OK now use the character map**(Figure D.)** to make messages in the message screen, just move your mouse over a character and the character maps yellow cursor follows,then just click once to make the character appear in the message screen.OK now mess around a bit and make a message you might like to show off to the quake 2 world (ROFL),Then come back to this for further info......
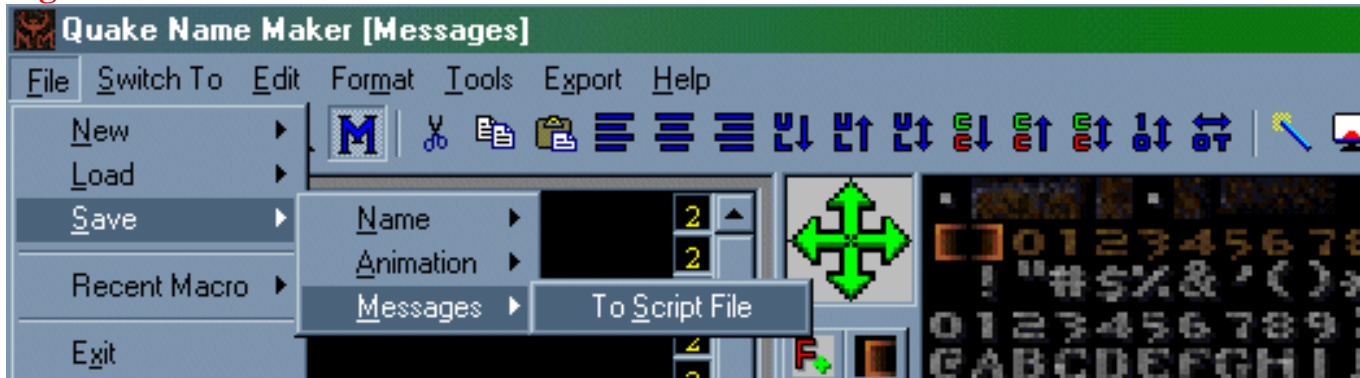
Figure D.

Step 5: Did you make a message yet?!?! If so keep reading!If you

Ok now that you made a message to your liking, its time to save it. **(Example of a done message in Figure E.)**

Figure E.

Now to save....Goto File up above and then to Save,Messages,To Script File **(Like in Figure F.)**

Figure F.

Then a window pops up with some options you set these options the same as in (**Figure G.**) Select what is checked here then click ok,Then....(look below Figure G.)**The "Select Messages" determines how many lines are going to be shown,if u made a message four lines long select all four boxes,if you made a message one line long only select the top message box,2 lines select top 2 boxes,3 lines select 3 boxes....**
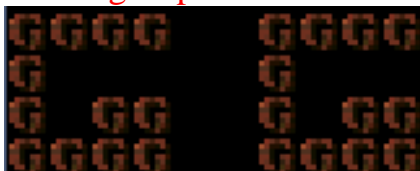
Figure G.
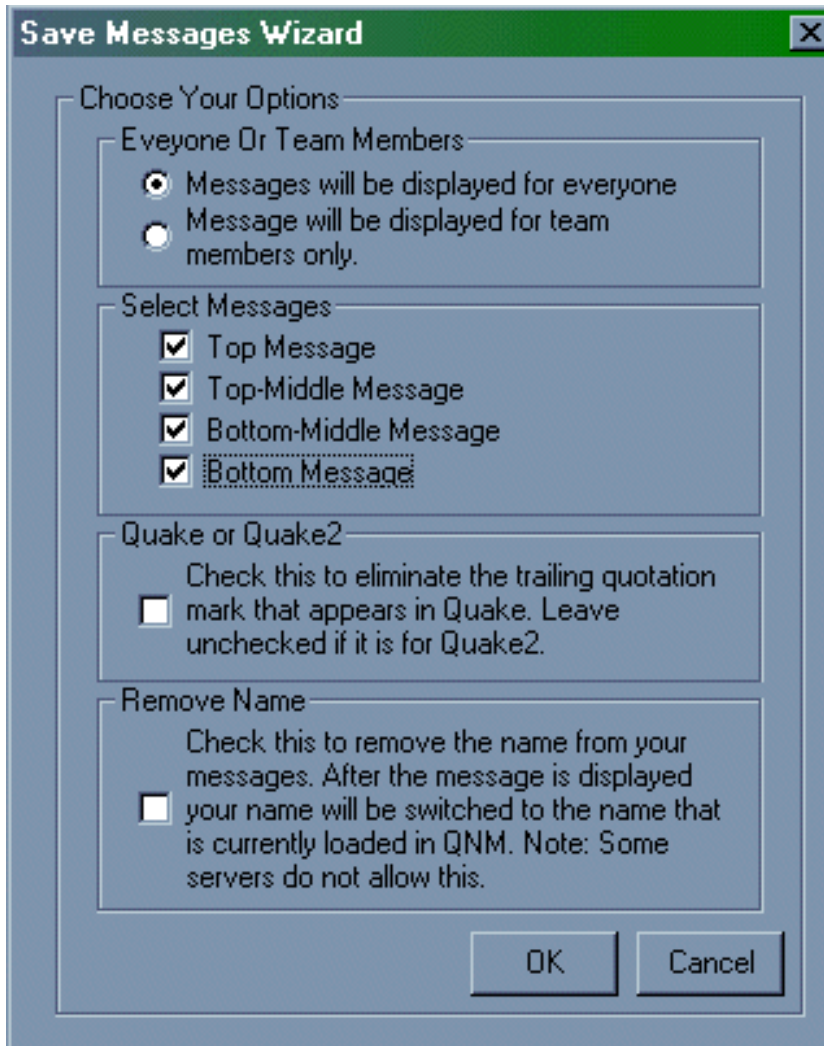
~~~~~~~~~~~~~~~~~~~~~NOTE~~~~~~~~~~~~NOTE~~~~~~~~~~~~~~~~
~~TO make big stuff like big words you have to use small letters or characters(symbols) to make them,you just cant hit a button to super size them,there are lost of characters to choose form to makes pictures and words,experiment around....(here are two examples):

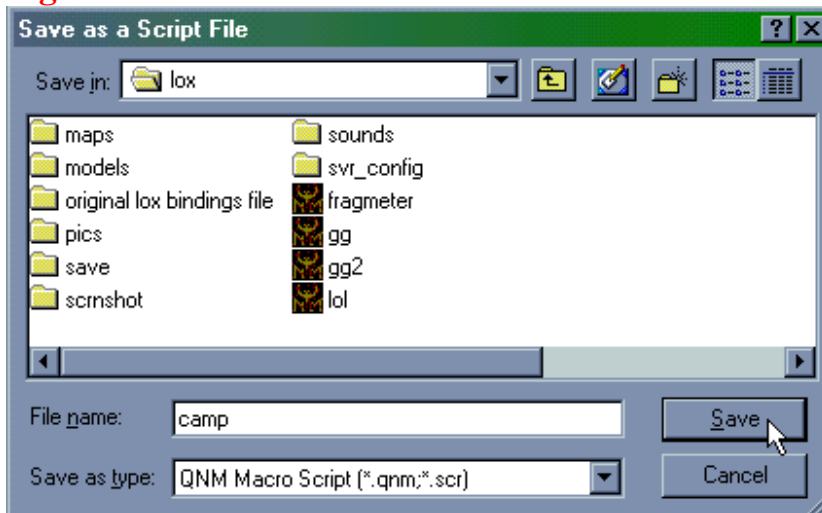A.Using Capital G's to make a good game message:

B.Using the asterisks symbol to support the clan:

So use your imagination and come up with stuff to make or just make a simple worded message....
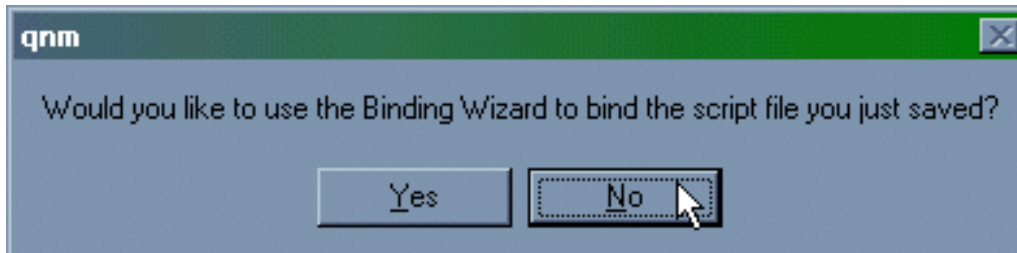
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Next,you will see a save window where you make a name for your message and where to save it,(Ex.name it camp and put it in your lox mod folder),**(Refer to Figure G.)**
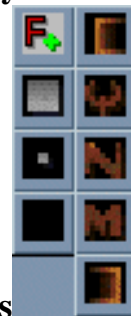
Figure G.

OK, Now: Another window pops up and asks you if you want "Binding Wizard" to bind the message you just made to a key(basically what is says) **(Refer to Figure H.)** Hit NO! ,Dont mess with that untill you no more about qnm and quake 2 config. files(you will bind your message file to an empty key in your quake 2 console while playing whatever mod folder you want your message in) (If you do not know how to bind keys look at my binding tutor in the same folder as the qnm tutor,but qnm binding will be explained here below)....
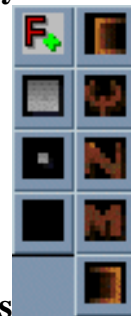
Figure H.

qnm

Would you like to use the Binding Wizard to bind the script file you just saved?

[Yes] [No]

Step 6: Start up quake 2 and load up the mod you want the message in(whatever mod you saved the message in) and type "bindlist" in the console
use the pageup and pagedown keys to scroll and look at the keys you have bound(to figure out an empty key to use)now find an empty key,then in console type.... "bind<key> exec camp.qnm" so, so bind h exec camp.qnm (obviously use the name of the message you made not camp) Now when you hit that key your message will be desplayed for all to see.... (Caution try it out by yourself first make sure it looks ok and doesn't wrap(meaning its to long) before you unvail your creation to others)**(And for cripes sakes keep your messages clean we have enough idiots to tend with, without adding to the imaturity level with dirty messages,and we do have kids playing out here too who don't need to be subjected to that) OK! ....And most servers have flood protection so you can only use your message every 10 seconds or so and wait a few seconds after you type to do your message(or vise-versa).**

Also: If you use qnm alot you can hit the favorites key and it puts

the keys(chracters you use most into the little squares so u hit those instead of having to find them on the character map every two seconds.

NOTE: QNM messages DO NOT work on all mods so play around and figure it out and also to put your message in another mod folder just copy it to another mod and bind a key in that mod.

So far I've used my messages on: Lox,Qpong(dont work good unless they are small),Regular q2,Chaos,and WOD,but otherwise you'll have to play around in other mods.

Thanks for your time to read this, If my binding tutor or this tutor get used alot by you or if you've sent them to people let me know so I know they are helping out and then I can make more tutors for other things that come along =)
www.delta-sf.com/wos