

Shadow Warrior Custom Maps

To play a user map, just put the map and its extras if any in the Maps directory and select the map in the start menu then click on **Start**

Options associated with maps.

If there is a midi file with the same name as the map (mapname.mid) then it will be used as the map music.

If there is a hrp associated with this map, then it should have the same name as the map but with _hrp.zip added.

The same goes if this map has a con file, it should also have the same name as the map but with a .con extension

Therefore if you have a map called Toxic.map, its music will be Toxic.mid, its hrp will be Toxic_hrp.zip and its Game.con will be Toxic.con.

However as many additions tend to use the original **Game.con** as its filename, SWP will revert back to this name if a mapname.con is not found.

SWP will also see and remember path names to a map, ie:

SWP.exe -map D:\Someplace\SubDirectory\Test\Mymap.map

For more maps and help visit these websites.

<http://www.proasm.com/>

<http://swcentral.weebly.com/maps--codes.html>

