
Subject: How to make your own mod/map!

Posted by [Anonymous](#) on Sun, 12 Jan 2003 19:00:00 GMT

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1. anyone can contact me if they have q's about modeling anything in 3dsmax/gmax (except for bone crap and skinning for now...)2. after i get my site done i'll add gmax/3dsmax/etc. tuts to it... [January 12, 2003, 19:01: Message edited by: Sir Phoenixx]
