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Subject: Re: What is the actual process of selecting a mod?

Posted by [Berkut](#) on Tue, 11 Apr 2006 00:53:39 GMT

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Jeep Rubi wrote on Sun, 09 April 2006 20:04 Unless, you make a mod package using custom building using those skins. The only problem is that everyone else would have to download the mod package too.

Wait. A "mod package?" Could you tell me how to create one using my skins? Also, how would I make said package available to others?

EDIT: GAH!!! I double-posted! Sorry! (On other forums double-posting is the epitome of n00bness .)

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