
Subject: Re: [Tutorial] Quite Easy Modding
Posted by [JeepRubi](#) on Thu, 15 Oct 2009 03:05:01 GMT
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It's good in theory, but the models aren't going to be properly optimized for the game, and learning simple gmax isn't all that hard, you just need to know how to make a cube/plane, extrude, and weld, and you can make most things.
