
Subject: HOW TO CREATE OWN MOD'S?

Posted by [MatrixLegend](#) on Sat, 05 Jun 2004 17:13:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

hi, i'm newbie on this section, so the only thing i want to know, how to create an own mod?

Subject: HOW TO CREATE OWN MOD'S?

Posted by [SuperFlyingEngi](#) on Sat, 05 Jun 2004 17:29:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

There are a good many tutorial sites floating around these forums, but if you do decide to make a mod, remember, the first one you make won't look good. Just keep on trying and don't get discouraged.

Subject: HOW TO CREATE OWN MOD'S?

Posted by [IRON FART](#) on Sun, 06 Jun 2004 00:04:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Think of a good map idea. Thats the important first step.

Next familiarize yourself with modeling simple terrains in gmax.

Then find a tutorial and follow it to the end.

Subject: HOW TO CREATE OWN MOD'S?

Posted by [Genocide](#) on Sun, 06 Jun 2004 01:00:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

First off, welcome to the Renegade Mod Forums and to the community, to start your own "mod" you would have to look for several tutorials that can be found here:

<http://renhelp.co.uk> , there are more than enough tutorials there to get you started and then become an advanced modder.

I hope this helps you out, good luck!

Subject: HOW TO CREATE OWN MOD'S?

Posted by [sniper12345](#) on Sun, 06 Jun 2004 04:39:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

I suggest that you join a mod team before you actually start your own mod, because joining a team will give you some experience first.

Subject: HOW TO CREATE OWN MOD'S?
Posted by [IRON FART](#) on Sun, 06 Jun 2004 04:54:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

But no team will accept him if he has no skills in the first place...

Subject: HOW TO CREATE OWN MOD'S?
Posted by [PsycoArmy](#) on Sun, 06 Jun 2004 09:49:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

He never said he didn't have any skillz...
Do you have any skillz?

Subject: HOW TO CREATE OWN MOD'S?
Posted by [Sir Phoenixx](#) on Sun, 06 Jun 2004 13:06:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

He did...

Quote:hi, i'm newbie on this section

Subject: HOW TO CREATE OWN MOD'S?
Posted by [the_kid](#) on Sun, 06 Jun 2004 22:18:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

ah, but being a newbie means he is new at Renegade modding, not that he doesn't have any skills... me on the other hand, I just don't have any skills.
