
Subject: Modelling new weapons for a mod, help!
Posted by [boomstick420](#) on Mon, 21 Feb 2005 00:09:06 GMT
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Does anyone know a good step-by-step tutorial for new weapons in gMax? I'm making a mod and I want to have custom weapons. I've looked around, Googled it and still nothing.

Subject: Modelling new weapons for a mod, help!
Posted by [WNxCABAL](#) on Mon, 21 Feb 2005 00:24:46 GMT
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<http://www.renhelp.co.uk>

Subject: Modelling new weapons for a mod, help!
Posted by [Slash0x](#) on Mon, 21 Feb 2005 00:25:55 GMT
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You guys should search the forums before posting a new topic little Timmy.

<http://renhelp.co.uk/>

I've also made a good template for the Muzzle and Eject bones. I made them into arrows for I can see which direction they are going.

Subject: Modelling new weapons for a mod, help!
Posted by [boomstick420](#) on Mon, 21 Feb 2005 00:27:43 GMT
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Yeah, I just went there. Kinda confusing, but I'll struggle through it.

Subject: Modelling new weapons for a mod, help!
Posted by [Slash0x](#) on Mon, 21 Feb 2005 00:34:50 GMT
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<http://renhelp.co.uk/?tut=19>
<http://renhelp.co.uk/?tut=13>

Those should be all u need...

Subject: Modelling new weapons for a mod, help!
Posted by [Sir Phoenixx](#) on Mon, 21 Feb 2005 03:10:08 GMT
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If you need help with the actual modeling (and uvw mapping/etc.) feel free to send me an e-mail, and I'll be glad to help.

Subject: Modelling new weapons for a mod, help!
Posted by [Havoc 89](#) on Mon, 21 Feb 2005 03:29:26 GMT
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The other day some one pmed me about modeling tips so, I wrote some advice that a modeler should know and also there is a tutorial someone made which is excellent for beginner modelers. So if you want to check that out than here you go. It is near the bottem of the page.

happy modeling.
