

---

Subject: Modelling new weapons for a mod, help!

Posted by [boomstick420](#) on Mon, 21 Feb 2005 00:09:06 GMT

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

---

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.

---