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Subject: Re: I don't know how you guys do it.  
Posted by [laeubi](#) on Fri, 03 Jun 2005 09:55:30 GMT  
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A Tutorial is something that guides you through a special case of something.  
Its not made to explain yo how to move your mouse, use your brain, use logical sense.

Ok, You can write: Goto the Top click on Files, click Save As choose a filename that fits the filename restrictions of your used OS (look at your OS Manual to find out details about file naming restrictions) and click save.

Or you can write: Save your work under a new filename

I really can't accept all the whining about "tutorial is not good enough"... maybe your not good enough for the tuorial eh??

as Blazea58 already said: You need to TRY OUT!!!  
I even marked the tutorials on Renhelp.co.uk with a rating what tells you how hard is will be to do this (thats not related how hard its maybe to follow the tutorial).

If I rate the Weapon Tutorial with 4 or 5 stars, I do this for a special reason, because it is even for good modders hard to do/understand, if someone tries to follows this who even don't know what a bone is, what could he expect to archive?

Its even unfair for the Author that spends alot of hours writing tutorials in there often spare free time just so other can easier learn it.

I for my self started at a time where there where literally no tutorial, except of one or two, and it has cost me endless hours to find out everything, but I don't complained about it. If you don't want to put some effort into it JUST DON'T START MODDING!

If anyone think he can write a better tutorial, he is free to submit it!!!!

I might write a "Beginners Guide for RenX/Gmax" but I have absolute no interest to waste another 2 or 3 hours (and Webspace) for people just coming here and whining!

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