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Subject: Re: Garry's mod 9 how to add you're own stuff?

Posted by [Ryu](#) on Mon, 19 Mar 2007 04:02:10 GMT

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For mapping, Download Hammer tool, Included with SourceSDK, for making Models and such, Look at iwannamap.com, I forgot the tool.

If you need more info on mapping.. Add me on msn and I'll be glad to help you.

EDIT: I nearly forgot! You can use Gmax, But you need to use some tool to convert it, Then edit it with another tool used for Half-Life 2.

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