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Subject: Re: JeepRubiMod 0.1

Posted by [AoBfrost](#) on Tue, 04 Sep 2007 01:16:11 GMT

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meh sorry to double post, but the edit button is gone and i forgot to ask something,

rubi, how do you use the mod sdk? I'm not 100% sure and just wondered because I dont know where to even get started with it, could you just basically tell me how I load or start it up? is it even a program? i'm confused about making mods, all i know is scripting maps for cnc3

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