
Subject: Vehilces

Posted by [Anonymous](#) on Sat, 20 Apr 2002 18:57:00 GMT

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How do i make custom vehicles in gmax. I looked at the how to but I got lost!

Subject: Vehilces

Posted by [Anonymous](#) on Sat, 20 Apr 2002 19:00:00 GMT

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im reallly good at programming. (i have had sum experiece with visual basic). so i think i can make cool mods so sum1 give me the modmaker thing thanx. ill be making asome cool stuff!!
quote:he who laughs last thinks slowest

Subject: Vehilces

Posted by [Anonymous](#) on Sat, 20 Apr 2002 19:03:00 GMT

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Subject: Vehilces

Posted by [Anonymous](#) on Sat, 20 Apr 2002 19:10:00 GMT

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thats what it thought thanx a bunch quote:he who laughs last thinks slowest

Subject: Vehilces

Posted by [Stryder](#) on Thu, 05 May 2005 21:16:31 GMT

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God... every fucking topic about vehicles has "vehicles" misspelled.

Subject: Vehilces

Posted by [spreegem](#) on Fri, 06 May 2005 01:21:19 GMT

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ROFL Visual Basic may be good to use for some things because of the simplicity. . . maybe simple 2d games, but 3d games and mods and such would really be better with C++

Subject: Vehilces

Posted by [Sir Kane](#) on Fri, 06 May 2005 07:12:57 GMT

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Quote:Posted: Sat Apr 20, 2002 7:57 pm

Subject: Vehilces

Posted by [icedog90](#) on Fri, 06 May 2005 07:35:32 GMT

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lol, I have one year of Visual Basic. I re-invented Pong with working AI.
