Subject: Garry's mod 9 how to add you're own stuff?
Posted by Viking on Mon, 19 Mar 2007 03:53:01 GMT
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How can I add custom stuff to gmod? Can I make it in gmax? Than add it?

I want to add stuff to make cool stuff and you know? How do you do it?

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.

Subject: Re: Garry's mod 9 how to add you're own stuff?
Posted by Viking on Mon, 19 Mar 2007 04:04:37 GMT
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I know how to make 3d models and stuff.

I wanna add stuff so I can make cannons and stuff! Maybe a catapult, its hard to make those...

Subject: Re: Garry's mod 9 how to add you're own stuff?
Posted by Ryu on Mon, 19 Mar 2007 04:05:31 GMT
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Well, you need to learn .lua scripting aswell, To add it into the Gmod Menu!

Subject: Re: Garry's mod 9 how to add you're own stuff?
Posted by Viking on Mon, 19 Mar 2007 04:08:01 GMT
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I added u on MSN but it says you are off?

Me = epicelite(-at-)gmail(-dot-)com

Subject: Re: Garry's mod 9 how to add you're own stuff?
Posted by Jerad2142 on Mon, 19 Mar 2007 05:45:30 GMT
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Is there a program to convert the files from gmod 9/8 back to .max?

Subject: Re: Garry's mod 9 how to add you're own stuff?
Posted by Ryu on Mon, 19 Mar 2007 06:29:21 GMT
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@Jerad; I'm not sure, I can ask my friend who's a modeler, He lives in Australia so I guess you're
going to have to wait. :V

EDIT: Jerad; http://halflife2.filefront.com/file/Half_Life_2_MDL_v37_Importer_V_09_Beta_for_3
DS_Max_R6;24424

I *think* That might be what your looking for. lol..

Subject: Re: Garry's mod 9 how to add you're own stuff?
Posted by Jerad2142 on Mon, 19 Mar 2007 21:45:25 GMT
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Its a broken link...
Piece of $*^#!