Subject: Modelling new weapons for a mod, help! Posted by boomstick420 on Mon, 21 Feb 2005 00:09:06 GMT View Forum Message <> Reply to Message

Does anyone know a good step-by-step tutorial for new weapons in gMax? I'm making a mod and I want to have custom weapons. I've looked around, Googled it and still nothing.

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums