Where from here? ~ Basic Modding

So far we have done the following:

- Understood what a mod is and how it impacted the games we play and the developers who make them.
- Planned out the mod we wanted to make, either single player or multiplayer, serverside or clientside and with or without story
- Understood what is inside the mod folder and what the specific files are for
- Added our game to be used by the player by editing gameinfo.txt and doing either shortcuts, batch files or a custom exe.

Now it's time to see where you can go from what you have learned. From here:

- You can proceed to Basic Mapping and learn to make a map.
- You can go to Basic Coding and learn the insides of the server and client dlls
- You can make your first model and adding it to your map in Basic Modelling
- You can learn in Basic 2D-Art how to edit the Half-Life logo title.

More advanced things you can do include:

- You can tinker more with gameinfo.txt using Exploiting the Game Menu as your reference.
- You can proceed to modify the game shell (the menu and it's text) using Custom Menu Art For Your Mod.

>Go back to Mod-Making tutorials<