***.Halo Beginners Modding Tutorial - V0.1 Example Version***

1. **Basics**, You go to modhalo.net and click on Halo 1, then click on the files and utilities thing and look around there for “Halo Mapping Tools 3.5 - HMT3.5” and download it
2. **Basics**. Once downloaded you open harddrive>program files>Microsoft games>halo trial or halo>maps>and the map u want to mod....ex i gunna mod bloodgulch in halo trial cos bloodgulch is the only MP map for halo trial so in HMT i open up c:program files>Microsoft games>halo trial>maps>bloodgulch
3. **Basics**, A long list of names and codes will appear, this is where you start modifying.
4. Basics Now, depending on what kind of mod you making you use different one of them files for different viarity of modifications you want to make.
5. **Tutorial.**.. Here is an example of a basic mod using HMT, to make scorpion tanks spawn in halo trial which isn’t normally in halo trial’s MP....... Scroll down to +Veh and double click on it and a few more codes/words appear under it...click on scorpion and a tool bar at top will appear, next to the word “meta” in that toolbar is a code, copy it and then click on a different vehicle and paste the meta code over that vehicle’s meta code and instead of that vehicle appearing in MP or SP the scorpion will...same method for additional MP or SP vehicles you don’t drive that you want to be able to...then once done click file>Save and close and play halo trial.
6. **Continued..another tutotrial**.... well i didn’t describe that too easy and if u are not following step by step with HMT in another window then it can be confusing so here is a better tutorial for a even easier mod...this tutorial shows you how to make guns shoot different gun ammo...eg. a pistol shooting rockets...go to +proj on the list or it may be called projectiles and double click on it and then click on pistol fp something and copy that meta and paste it over the rocket fp somin projectile meta and save and now your pistol shoots rockets.
7. **Skinning modifications**, skinning modifications are when you change the appearance of an object in the game...eg. a warthog to be re-skinned to have an army pattern all over it...go to +Bitmaps and double click on it and click on pistol fp something in that list below bitmap and a toolbar on the right hand side appears and you click on the model then click on save texture and save it to desktop..then you open that file in paint.net or photoshop only....paint.net is a completely different thing to paint....and paint.net is like photoshop and can edit halo textures but normal paint can’t....anyway one you open it in one of them two programs and paint all over it and random stuff for your 1st time skin mod and when your done save it over one on desktop as a DDS\* file type and that must be remembered and if your using photoshop it’ll come up after saving a box and on top left of box it says save normals...u want to tick that checkbox on. Then go back to hmt and go to +bitmaps > pistol fp and click on model and click import and select the modified texture and then click yes to the next few messages and it will have been replaced with that modified texture/skin.
8. **Modelling**, modelling is where you can change the shape of an object in game like from a pistol to a knife...1st you need to download misfit model 3d free and go on HMT and look on the list for +mod2 and double click on it and then scroll down that list to pistol and click on the model and save it to desktop and then open it in misfit model 3d and change the shape to your liking but there are some limits so be careful....once modified the model save it over the desktop model and got back to HMT and import the model from desktop you just modified...tutorials on how to use misfit model 3d can be found at youtube.com
9. **Download,** You may download some custom halo trial modz at hosted.filefront.com/RobJohnB95 for free and also you can download the modz by community at modhalo.net and click on halo 1 , then mods and maps section.
10. **Help?,** You think this is too easy, well this is hopefully the easiest tutorial you’ll come across and i tried to aim it at people who know nothing of halo modding whatsoever, therefore i have not included PMI and advanced modding tutorials due to this being aimed at someone who wants to mod halo and has never come across it before and suddenly hear that people can mod this and look at this tutorial and hopefully be able to make the simplest modifications on earth, If you think this is a little hard then this is as easy as i could make it sound and therefore if you are in deep need of help send me a message on youtube saying you would like help and I will try – www.youtube.com/RobJohnB95