

Basic Modding

This is a primer in starting to make your mod. From the concept of modding to setting up [XashXT](#) for modding, the tutorials serves as the introduction of the hardwork that you need to do when making mods.

Contents

- [What is a mod](#) - Shows you the concept of modding and types of mods.
- [Making your first mod](#) - This is a introductory theory of planning your mod.
- [What's inside your mod folder?](#) - Show's you the contents of the folder and hierarchy.
- [Adding your mod to the Custom Game Browser](#) - Adding the mod to the CG Browser for playing in Xash3D.
- [Where from here? ~ Basic Modding](#) - What can you do now with the folder?

[>Back to Mod-Making Tutorials<](#)

From:

<http://xash3d.ru/> - **Xash3D**

Permanent link:

<http://xash3d.ru/doku.php?id=xashcookbook:en:tutorials:beginner:mod:start>

Last update: **2014/06/08 16:17**

