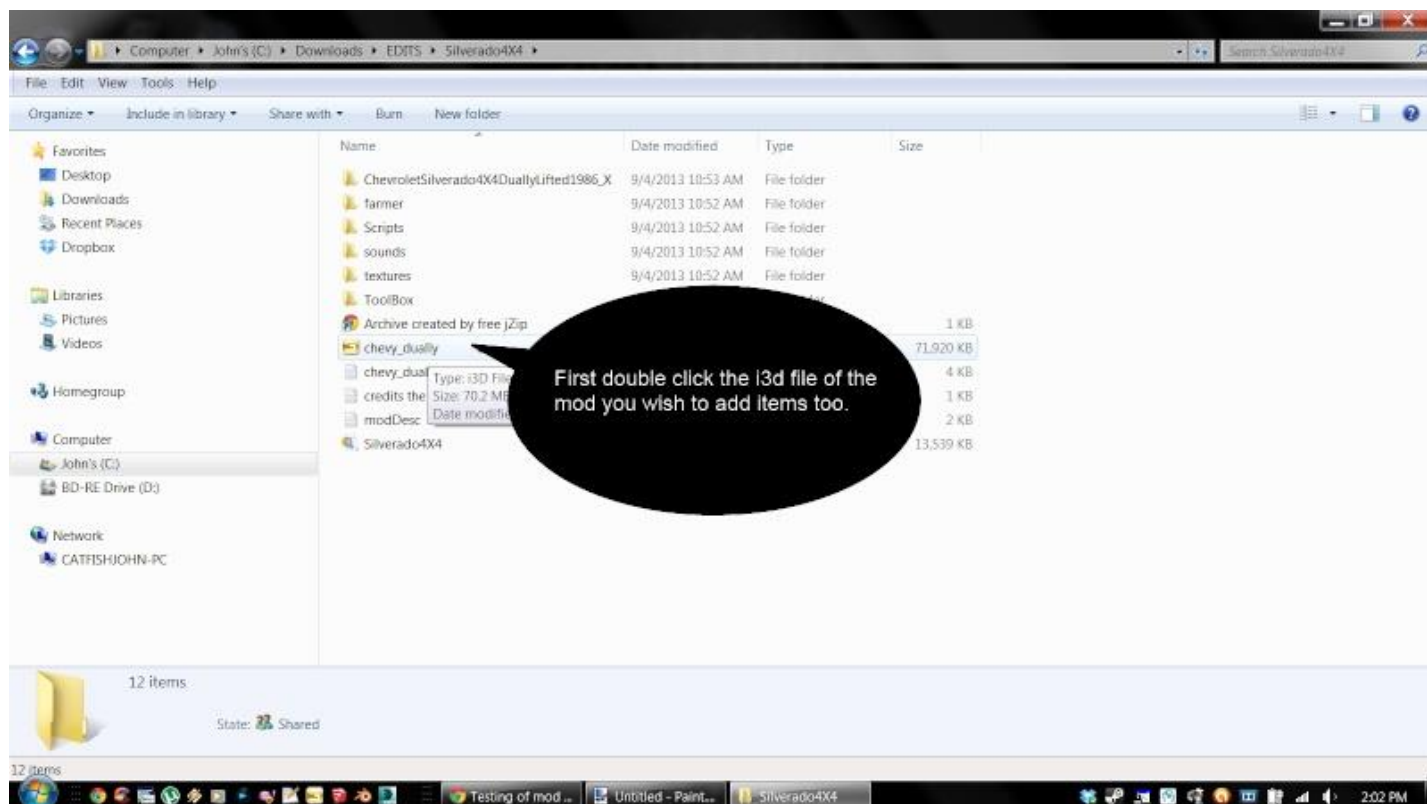


How to add Parts to mods

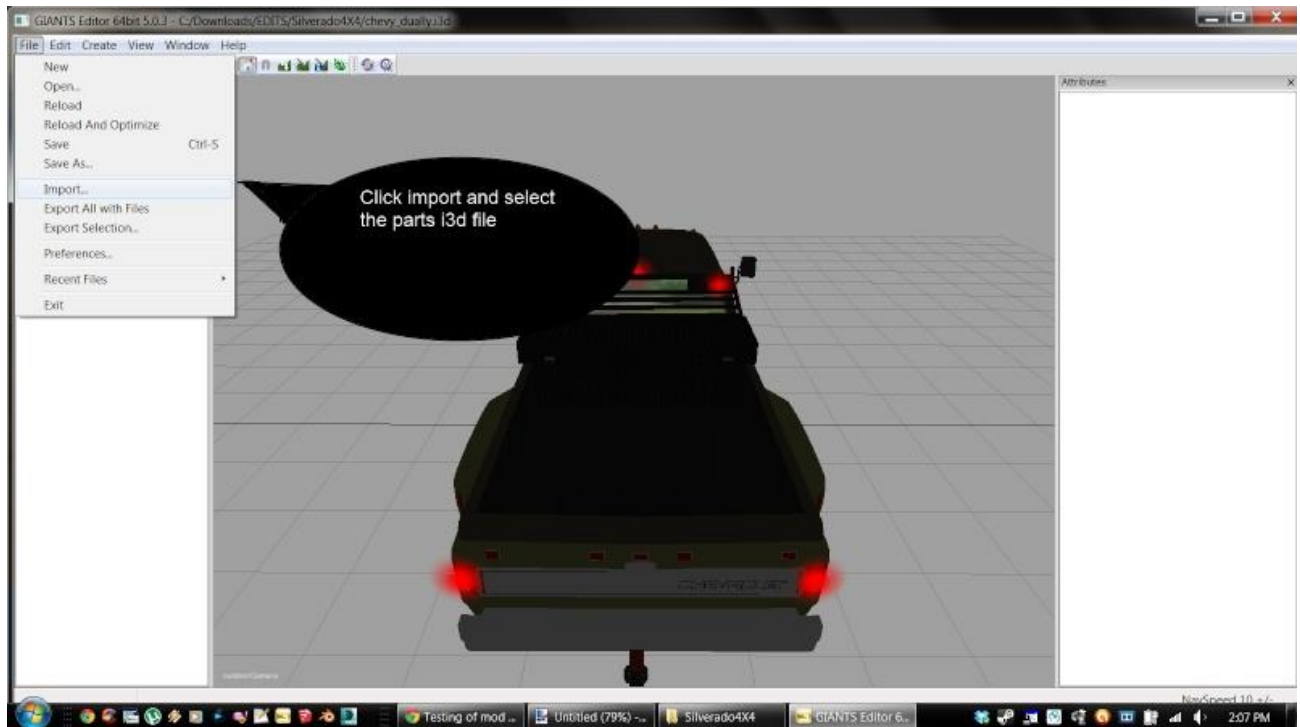
I am using my ARB Tube Bumper and **Farmerboy69's** Chevy Dually for examples.

After unzipping the mod to its own directory and extracting the part to the mod directory.

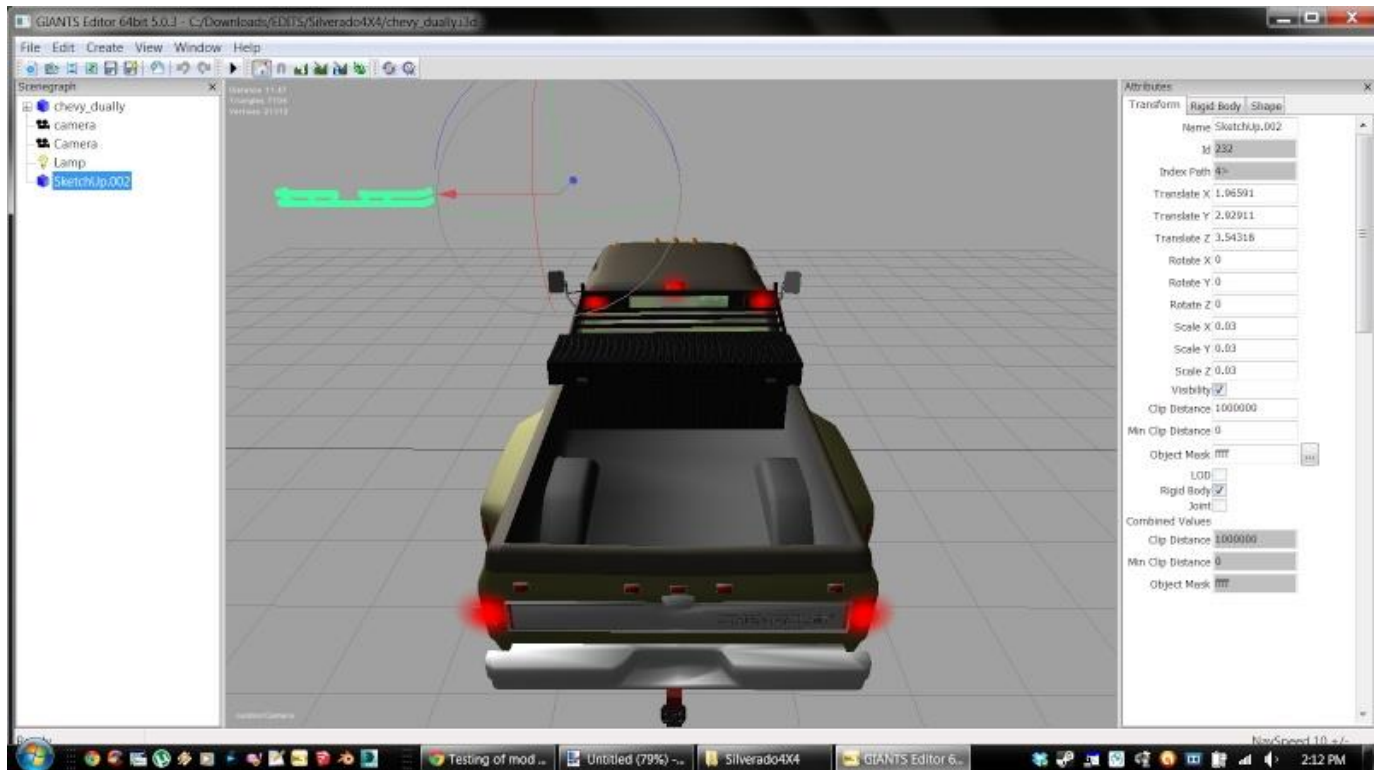
First doubleclick the i3d file of the mod that you want to customize.



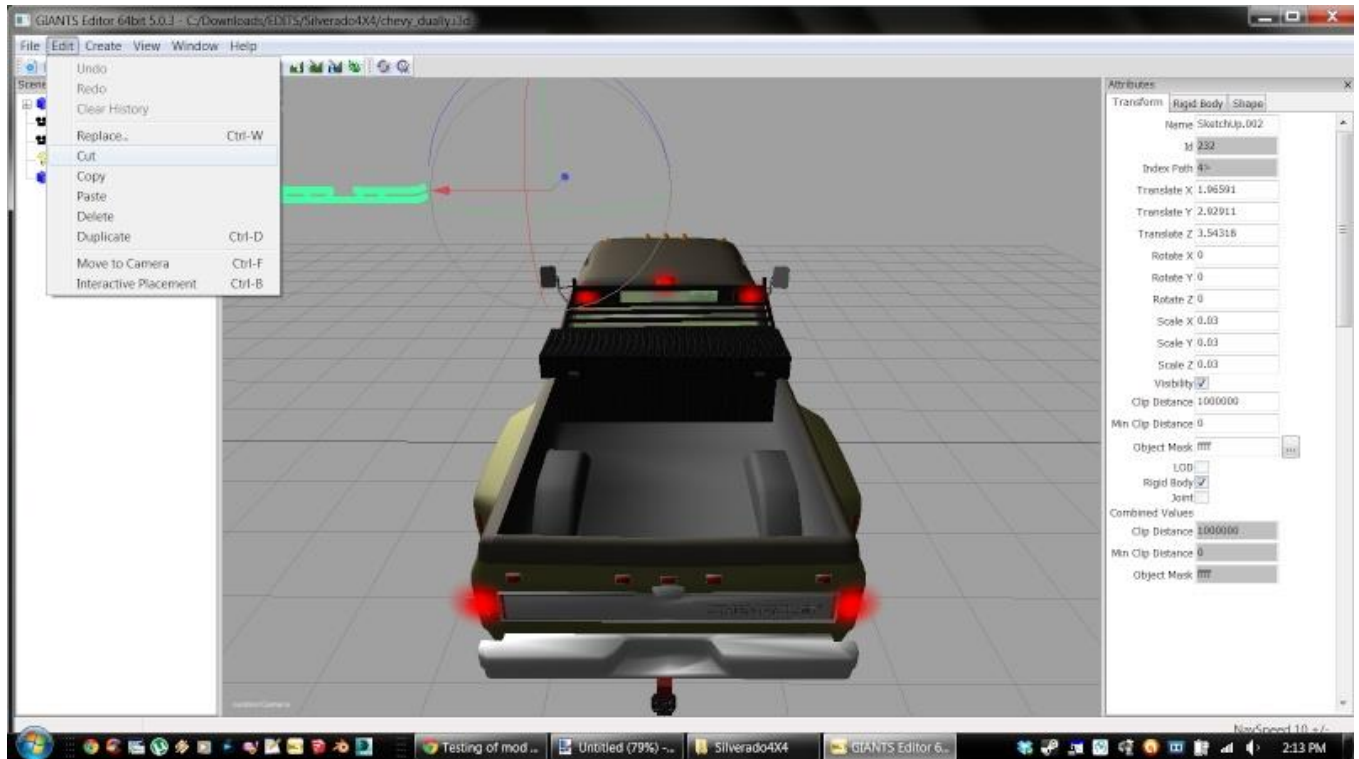
Step 2. Import i3d the file you want to add. I am using arbtubebumper.i3d



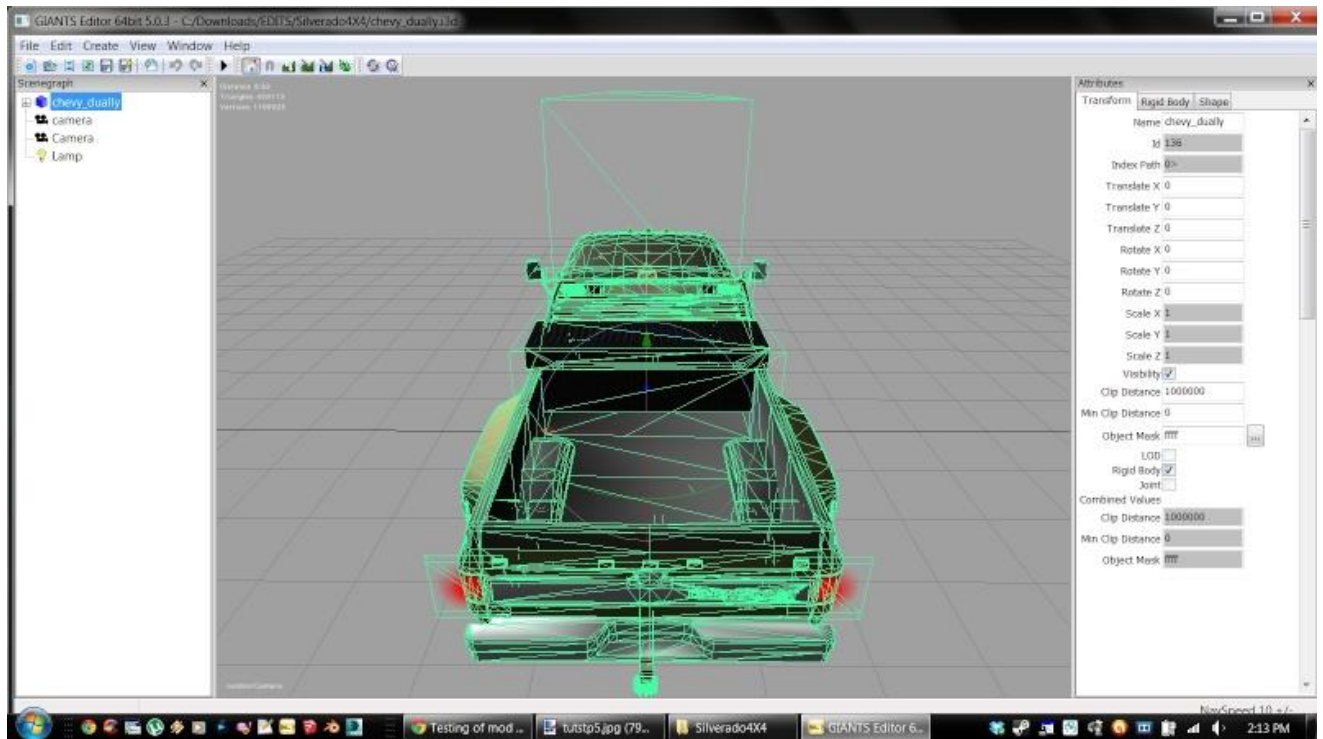
Step 3. Make sure to click on the object imported.



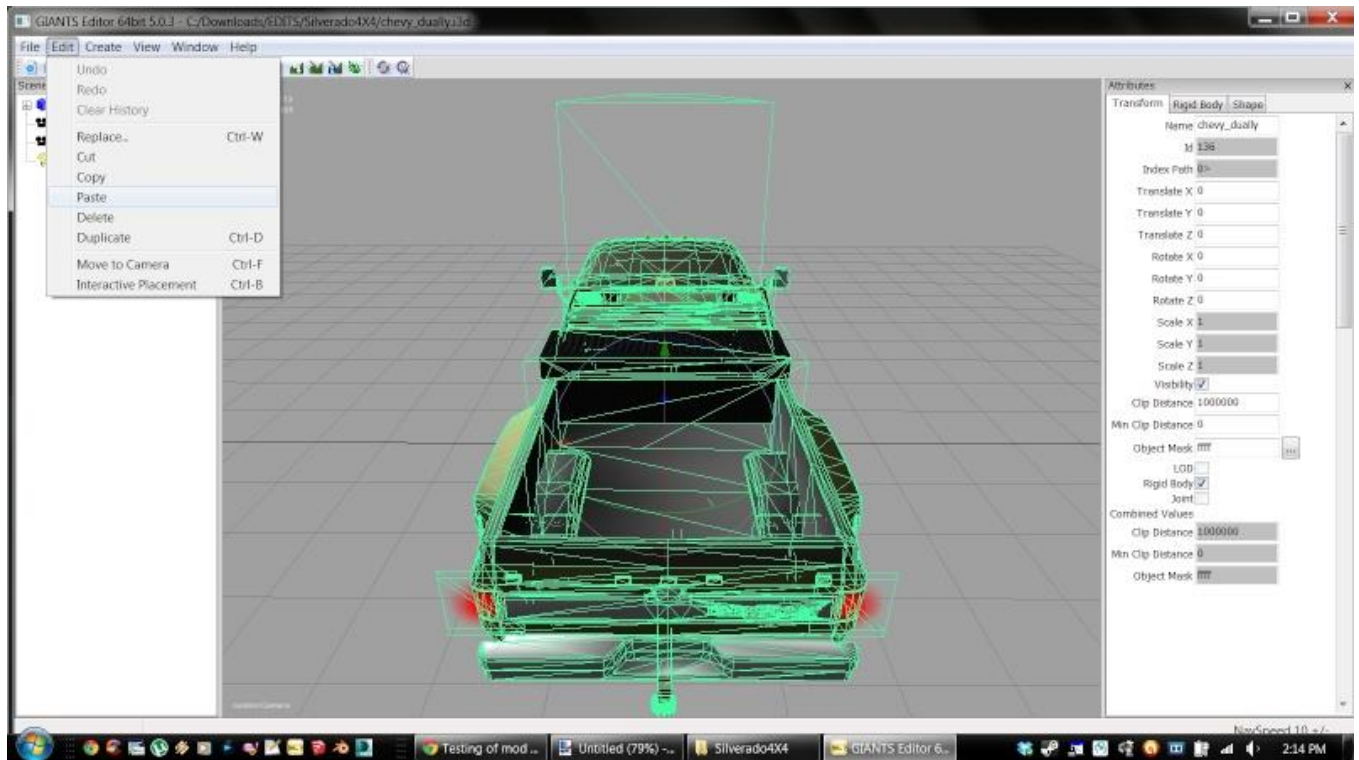
Step 4. Click edit then cut.



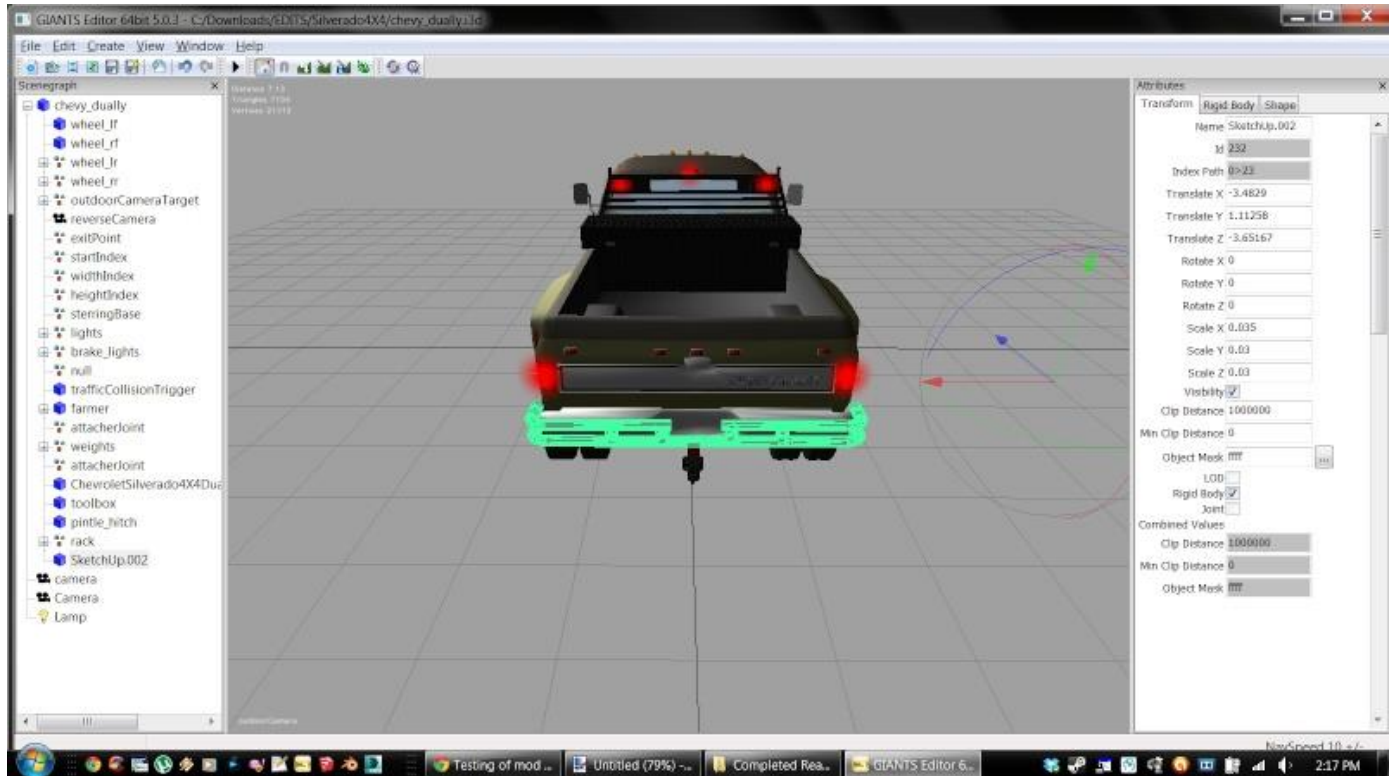
Step 5. Click on top item of the machine. Im using chevydually



Step 6. Click Paste.

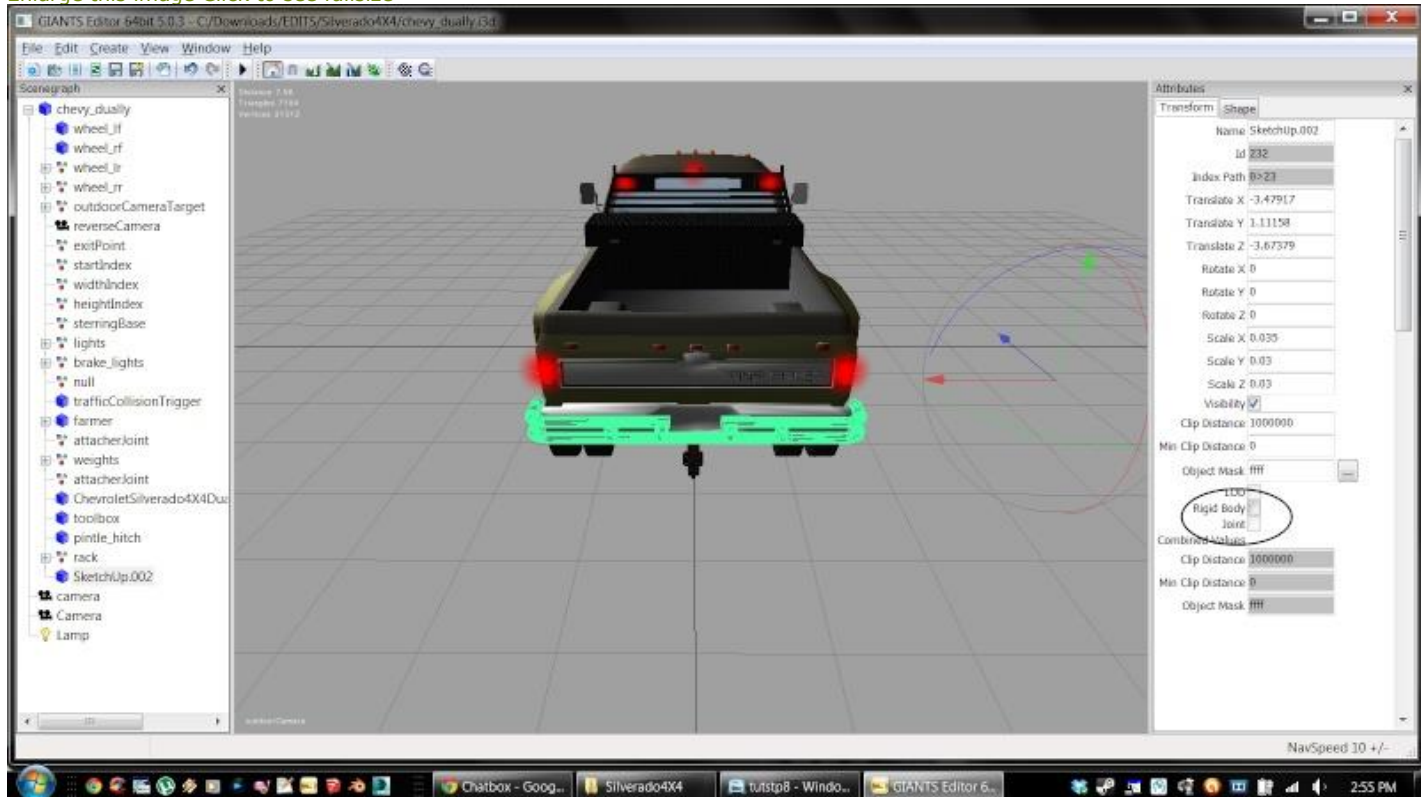


Step 7. Move and scale the object to your liking using the red, green and blue arrows on the screen and the scale box on the right.



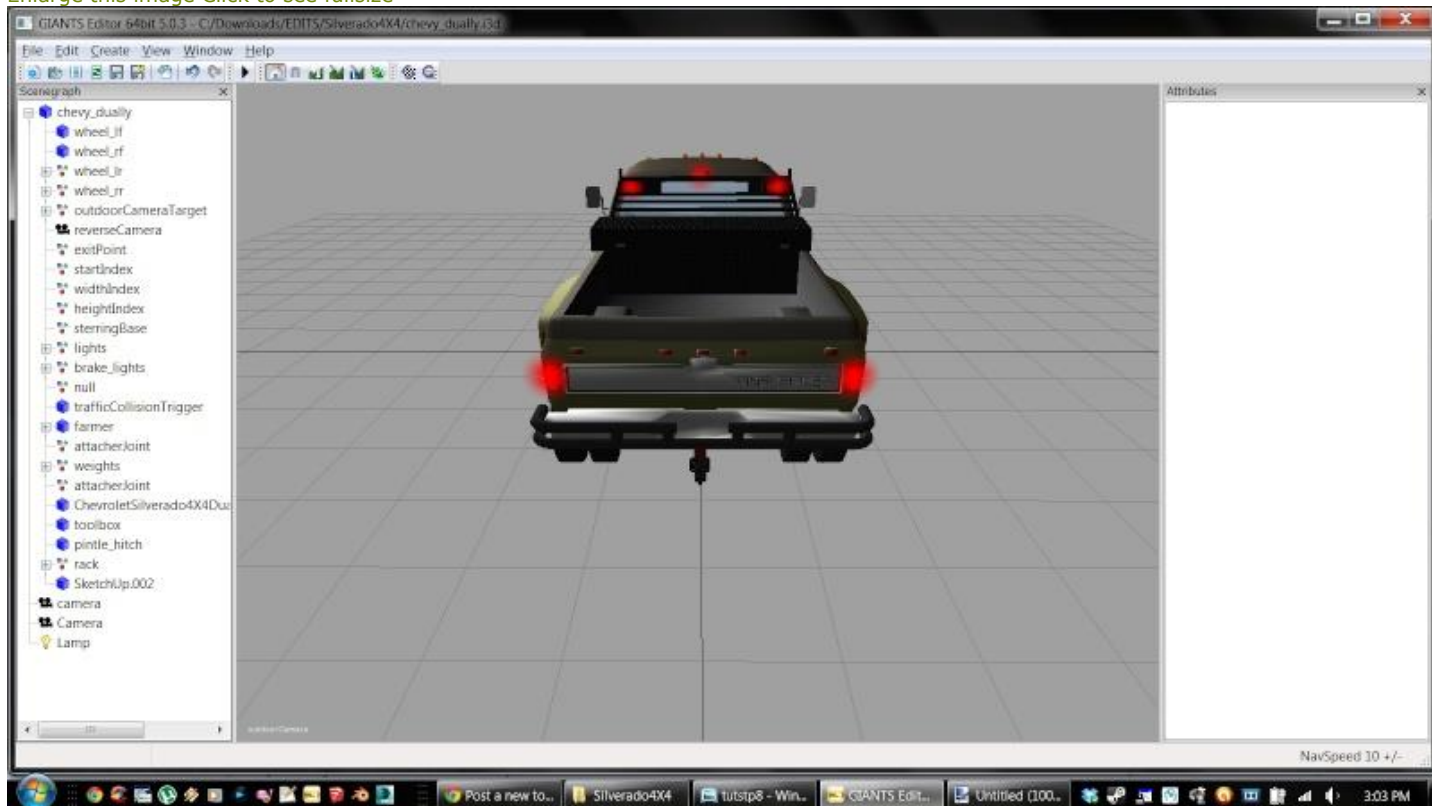
Step 8. Make sure to unclick on rigid body in the attributes window to the right.

[Enlarge this image](#) [Click to see fullsize](#)



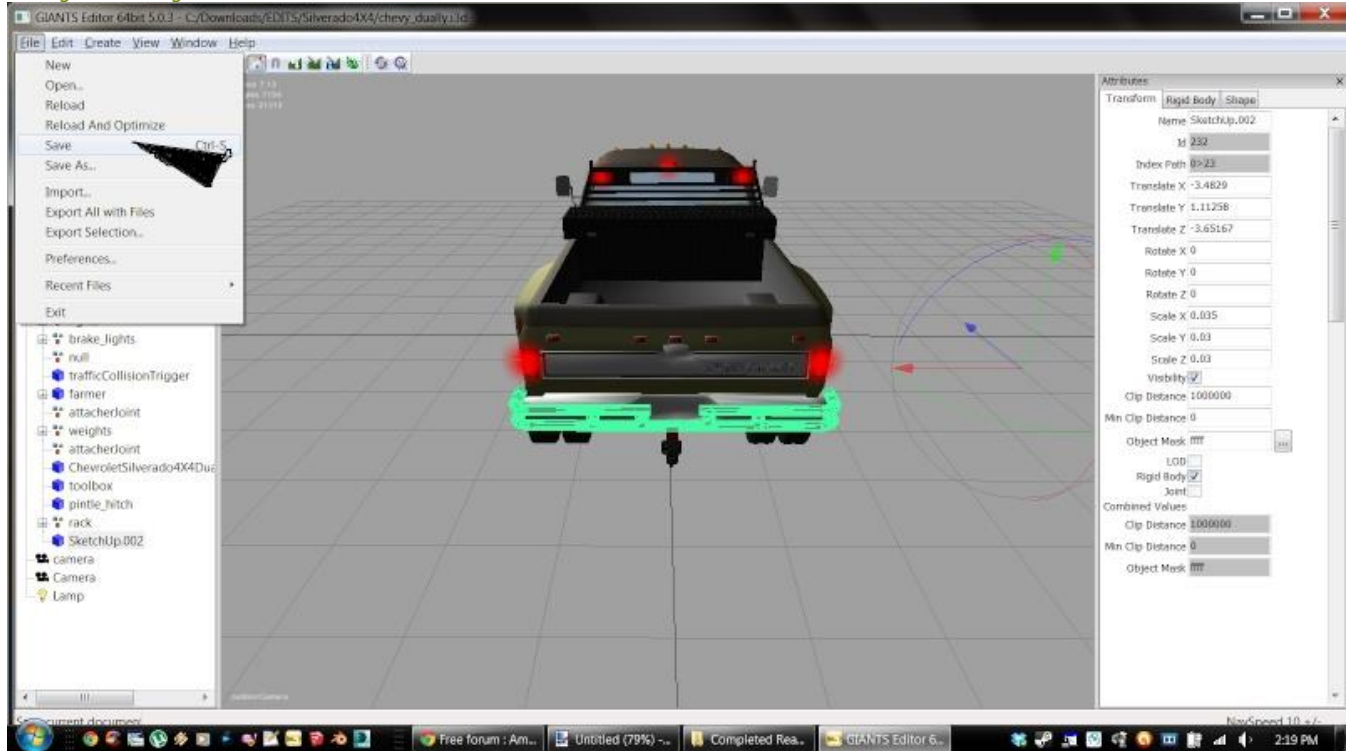
Step 9. Move so you are facing the back of the machine.

Enlarge this image Click to see fullsize



Step 10. Go to file then save.

Enlarge this image Click to see fullsize



Close Giants Editor

Step 11. Zip the file up then add it to your mods folder.

Step 12. Enjoy!

Hope this helps, best regards Catfish_John1979