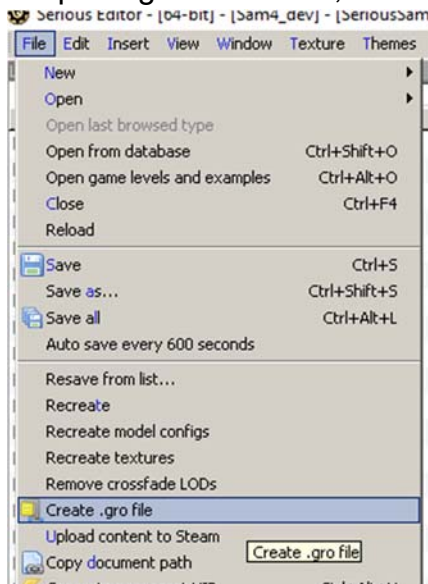**FINALIZE**

Serious Sam Editor usually already know which files you are using after lots of saving. So, the final method is only write a bit of player setting, packing and testing
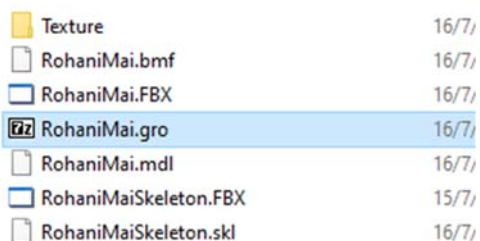
1. We need to compact it into one binary call ".gro". Make sure one of the model is open right now. Next, Go to File > Create .gro file.
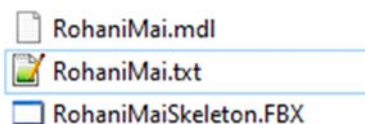

2. New window appear which listing all related files use at our custom model. If it's good, proceed with "Accept"

3. Right now gro file already created inside our project model folder. You can open it using normal Winzip/Winrar/7zip.


4. Now to make player setting. Create new notepad file. Rename it same with the folder name.

5. Write inside the notepad (You may change some info to yours model info):

```
NAME="TTRS:PlayerModel.RohaniMai.Name=Rohani Mai"
DESCRIPTION="TTRS:PlayerModel.RohaniMai.Description=Rohani, PASKAL Jungle Waifu!"
MODEL="Content/SeriousSamSM/Models/Characters/RohaniMai/RohaniMai.mdl"
MODEL_RED="Content/SeriousSamSM/Models/Characters/RohaniMai/RohaniMai.mdl"
MODEL_BLUE="Content/SeriousSamSM/Models/Characters/RohaniMai/RohaniMai.mdl"
ANIMATION="Walk"
GENDER="FEMALE"
SELECTABLE="YES"
```

6. Now rename the extension of txt file to ".nfo" and copy it up one folder outside your model folder.
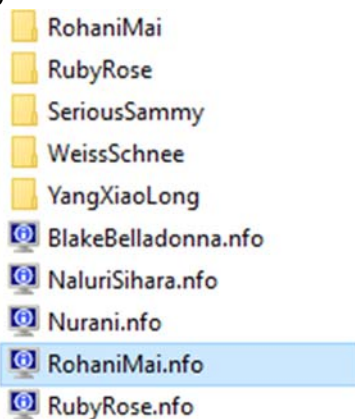
7. Put the nfo file into the gro packed file. Same directory with the normal folder.
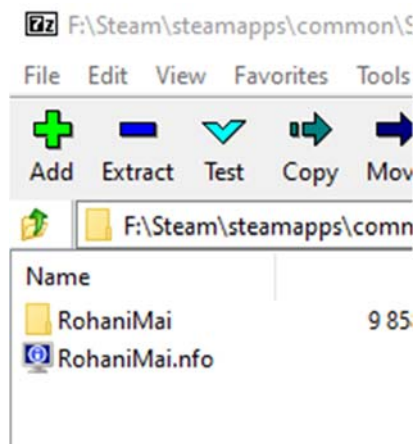
8. Copy/Cut and paste gro file into …\steamapps\common\Siberian Mayhem\Content\SeriousSamSM

9. Test the player model and Enjoy. Optional: You can do first person arms too if you want.

PLAYER MODEL

NURANI
PIRATE PETE
PRINCESS
PROFESSOR KIESELBERG
QUINN
RAM
RAM (HALLOWEEN)
RAM CLAUS
REM
REM (DEMON FORM)
REM (HALLOWEEN)
REMDEER
RODRIGUEZ
ROHANI MAI
RUBY ROSE
SANTA SAM
SERIOUS SAM
SERIOUS SAM FUTURE

A ⇄ D

628492 MODDABLE

SERIOUS SAM
SIBERIAN MAYHEM

SINGLE PLAYER
COOPERATIVE
OPTIONS
EXTRAS
QUIT