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Subject: Mod Map NiGht kicks ass

Posted by [Anonymous](#) on Mon, 11 Nov 2002 11:41:00 GMT

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quote:Originally posted by SomeRhino:Ugh, I was almost positive it worked. We even used FDS during the beta test. Hmm, I guess I should look into this more. I am trying to remember if I changed any geometry from the beta that worked on FDS. I think all I did was fix some lighting errors and the ocean, just some graphics stuff. I'm going to see if an FDS server can use the beta to host the public version, and if it works I could perhaps hand it out to servers. I'll look into it. Add VIS to the map. I've recently applied the VIS "technology" to Antarctica and Sean Battle, and it runs a lot smoothly on FDS. If you wish, you can count me on any help, but don't forget the VIS Gods here - StoneRook and YSLMuffins

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