

---

Subject: New versaiion of DaeMoNiC mod, huge update includingname chan  
Posted by [Anonymous](#) on Wed, 15 May 2002 17:05:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

thx for the feedback, i know of most of these bugs and im hopefully going to get them fixed soon. i didnt get a chance to playtest my mod until recently and ive been noticing many of these problems. also i just used the .lsd and .ldd from the others mods for the new maps and ill use the w3d to fix those bugs. i am going to restore the old obelisk agt but ill tweak them so that they're more balanced, but ill still include the GDI guard towers (but maybe remove the agt guns). i know my maps arent that good, it's because i suck at using GMAX and if someone could plz make some maps or give me maps for your mod i would be very happy =]The main problem i have with playtesting is i cant get a game more than 3 or 4 ppl because no one joins my server =]

---