
Subject: Re: [RELEASE] Nod_Survival
Posted by [Brandon](#) on Sat, 20 Jun 2009 01:15:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Did you realize that's not what I had requested?

I wanted both entries removed. The map has a severe perform problem because of some weird glitch generated by LevelREdit. The source has a corrupt objects.ddb file that will result in random crashes of the FDS. Did the stuff ever get removed as requested on so many different PMs? No.

Doesn't matter though I guess. WW-Gaming has shutdown, but I think someone is planning on taking over the domain and turning it into a gaming community again... -_-

If my guys ever get back around to the Survival project revamp we'll have something nice for everyone. Otherwise...look for my Hourglass Survival Mode Modification (SMM) on Renegade. It's not done yet, but I do beta tests regularly.
