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Subject: Mod Map NiGht kicks ass

Posted by [Anonymous](#) on Sat, 09 Nov 2002 09:01:00 GMT

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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.

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