
Subject: New versaiion of DaeMoNiC mod, huge update includingname chan
Posted by [Anonymous](#) on Wed, 15 May 2002 18:10:00 GMT

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quote:Originally posted by CRaZy666iKe: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 .idd 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 =]Yer welcome.Tell me the name of your server or just post it on the forum for all to see. I'll be glad to playtest this Mod. It's not a bad Mod, don't get me wrong. Nobody else took the initiative to add over 10 new units into the game. They just need....help)Well like I said if you ever need a playtester, I'm here.
