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Subject: DaeMoNiC MoD X1 released

Posted by [Anonymous](#) on Sat, 27 Apr 2002 11:58:00 GMT

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I've created the tga files. Not worked. the obsolete mesh messages come up still. A LOT more can't split node! messages come up. It's attempting to load character textures & w3d files which aren't in my character folder, which is wierd. And it can't shade fog cos of blending mode and loads; I wish u could copy the errors to a text doc.

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