
Subject: Re: A Few Simple Leveledit Questions
Posted by [danpaul88](#) on Thu, 12 Jul 2007 16:24:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Depends if its a PKG mod or a server side mod. If it's server side then no.

CarrierII: If you import the w3d of Field into 3ds max you can delete the VIS meshes. However that would not be suitable for server side mods.
