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Subject: Re: walls

Posted by [Zion](#) on Sun, 23 Dec 2007 03:17:22 GMT

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I sure hope you know that "not targetable" is a game only feature and does not effect level edit in any way besides set that variable?

If you are unable to delete mesh in level edit, you have to delete it in GMAX/RenX and re-export the .w3d file. This is not possible if you are creating a serverside map.

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