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Subject: Re: Cabin

Posted by [Zion](#) on Mon, 26 Mar 2007 22:54:22 GMT

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You export the w3d file from the .mix package and remove all mesh apart from what you want from the scene. Then save and export as w3d and place in your new map.

Doing this is not serversided. Any clients that join will need to download the map/mod.

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