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Subject: Re: LVL Question

Posted by [Veyrdite](#) on Sun, 16 Mar 2008 01:03:55 GMT

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To do that you need to go to the instances tab.

But you are probably talking about invisible meshes, in which I do not believe can be removed server side without the effect of someone "lagging" through them, plus the bug if you remove to many LE rashes when loading the level.

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