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Subject: Re: M06 Raveshaw Statue

Posted by [mr£ÄŞÄ-z](#) on Mon, 17 Mar 2008 16:17:16 GMT

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MadRockz wrote on Sun, 16 March 2008 03:38lol You just need to remove the statue with "Enable Terrain

Selectable". Then save the map. Open XCC Mixer and replace the

old .idd and .isd with the new .idd and .isd.

Then you are done, BUT you can walk throught the statue, thats

how Kamuix removes the Invisible Walls, Objects etc.

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