
Subject: Re: request of danpaul: Mesa_Rush
Posted by [reborn](#) on Thu, 10 Dec 2009 08:24:16 GMT
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I'm not sure he will be able to easily remove the AGT and Obilisk. Infact I'm sure it would be a real pain to do that, as it would mean taking the map back to Gmax (the structure is part of the terrain).

However, the turrets should be fine to be removed totally.
I'm sure DP will oblidge that, but if he is too busy, I will remove them for you programatically, and you can use the first version of the map.

I really don't think you're going to get the AGT or Obilisk removed though.
