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Subject: Re: Cleaning Singleplayer levels completely  
Posted by [Veyrdite](#) on Thu, 28 Feb 2008 08:29:45 GMT  
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Stefan wrote on Tue, 26 February 2008 11:47  
Edit: np.  
That would do a few things he probably wouldn't want.

Remove VIS  
Remove Sam-sites  
Remove ladders  
Probably remove alot of tiles that were not proxied