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Subject: Re: request of danpaul: Mesa\_Rush  
Posted by [reborn](#) on Thu, 10 Dec 2009 11:04:23 GMT  
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Spoony wrote on Thu, 10 December 2009 04:53bridge isn't the only deadzone though; grenadiers on the strip, and tankfights on the side path are affected.

as for the plugin, bear in mind that i'd like to have Mesa2 and Mesa\_Rush in the same server rotation.

Fair enough, it is better to have it fixed than not.

When I write it, I will allow server owners to add map names to a list. This list will determine which maps have the base defences killed and the turrets removed.

So rather than doing it to all maps in rotation, you specify which maps you want played like that (CnC\_mesa2.mix or CnC\_whateveryoulike.mix). This means it will support all current and future maps too, rather than hard coded values.

Reaver11 wrote on Thu, 10 December 2009 05:11Also It might be usefull to remove the spawnpoints from the ob and agt too maybe even block of the door?

It might be possible to remove the spawners prgramatically, but blocking the doors seems a little redundant when you compare how much effort you would have to go to for each and every map.

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