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Subject: Re: request of danpaul: Mesa\_Rush  
Posted by [Spoony](#) on Thu, 10 Dec 2009 20:32:34 GMT

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reborn wrote on Thu, 10 December 2009 05:04 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.

in that case, would it be possible to simply have an exact copy of mesa2, renamed Mesa\_Rush, and then specify Mesa\_Rush but not Mesa2 in this plugin of yours? that way Mesa2 and Mesa\_Rush could be in the same rotation, Mesa\_Rush having the defences disabled?

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