Subject: Re: request of danpaul: Mesa_Rush
Posted by reborn on Thu, 10 Dec 2009 22:36:54 GMT

Renaming your current mesa2 file to mesa_rush would not work, I think it's due to the terrain files being named internally to something else. I'm not sure if this would work, but you could try opening the copied mesa2 file with xcc and renaming the terrain files to the new map name. However, what you're saying would work from the plug-in's point of view.

It would be possible to make the plugin only play certain makes as a rush map (as mentioned earlier), but it's also possible to add a setting that says play the map as a rush map, but only every other time it is played. That would solve your dilema, I believe?