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Subject: Re: C&C\_The\_Canyon (Wip infantry map)  
Posted by [crazfulla](#) on Wed, 05 Oct 2011 16:30:20 GMT  
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Spacer wrote on Wed, 05 October 2011 09:18Cant you just make scriptzones that prevent the tunnels from beacons being planted in there ? (if thats possible offcourse)  
Probably, but then n00bs couldn't waste their money, thus making them easier to prawn.

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