
Subject: Core Patch 2 Map Poll #2

Posted by [flyingfox](#) on Mon, 18 Apr 2005 21:15:15 GMT

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Perhaps they should be removed completely....

if there was a way to keep them in big games, and remove them in small games, it would work.

what about a serverside script that, when hangmans canyon is coming up next, it checks how many current players (at the end of the level) are using CP2... if there are 14 or more, OK. else, don't move on to hangmans canyon, but move onto the next (hangmans_canyon_light or something, the one without base defenses). of course if hangmans canyon is chosen, don't move onto the next after it, but the following.

it just sucks to have guard towers stopping lone footsoldiers from getting in when there's nobody guarding.
