Subject: request of danpaul: Mesa_Rush
Posted by Spoony on Thu, 10 Dec 2009 08:05:06 GMT
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when you fixed the mesa deadzones for me, you may remember that the first copy you made had non-functional base defences. (but the deadzone problem was fixed)

well, before we got the final copy with base defences working, we mucked around on the map a little and it seemed like it might make a nice rush map without base defences. so, do you think you could make another copy as follows:

- agt, ob and turrets removed
- deadzones fixed

admittedly we COULD use the first copy you made, but i would prefer to have the base defences removed entirely than to have them standing there inert.

cheers