
Subject: Re: request of danpaul: Mesa_Rush
Posted by [reborn](#) on Thu, 10 Dec 2009 08:59:31 GMT
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I can write you a plugin that would disable the AGT and obilisk (destroy them at the start of the map), and remove any small base defense structures too (totally remove them). Infact, it might be an idea to do this, and have an ini file so that this happens to only the specific maps you desire. So in a rotation you may want mesa as a rush map, but keep Field as it is...

If you used that plugin with DP's fixed map of mesa you would have what you wanted. Although to be honest I cannot see the 'dead zone' even being a problem as the bridge will not be a primary concern if there is no base defenses.
