
Subject: Re: C&C_The_Canyon (Wip infantry map)
Posted by [Canadacdn](#) on Mon, 03 Oct 2011 01:15:07 GMT
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You should consider using the Rp2 script that does not allow sniper rifle users to fire their weapon unless they're standing still. As ACK said, this map will probably just devolve into a n00bjet fight pretty fast.

Also, you really shouldn't worry about polygons that much on a ren map. As long as you do VIS properly, that is.
