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Subject: Re: C&C\_The\_Canyon (Wip infantry map)  
Posted by [Blazea58](#) on Wed, 05 Oct 2011 02:47:25 GMT  
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crazfulla wrote on Tue, 04 October 2011 22:29 That 2nd last screenshot points out a potential issue... tunnel beacons. Might pay to relocate the Bar / HON or do as I said before, put more bends in the tunnels so they go around the buildings rather than underneath them.

Guess i didn't actually think of the tunnel nuking when i started, so i guess ill make them go a bit further from the structures and have some bends in it.

And that suddenly gave me the idea to try playing fjords alone, and noticed you can nuke almost every building from the tunnels. Not that i will keep mine where they are, but many stock maps as well as fan maps seem to play out fine, despite being able to nuke from a tunnel.

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