
Subject: Re: C&C_The_Canyon (Wip infantry map)
Posted by [FeaR](#) on Wed, 05 Oct 2011 16:18:43 GMT
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crazfulla wrote on Tue, 04 October 2011 19:29 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.

Cant you just make scriptzones that prevent the tunnels from beacons being planted in there ? (if thats possible offcourse)
