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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

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Subject: Re: request of danpaul: Mesa\_Rush  
Posted by [reborn](#) on Thu, 10 Dec 2009 08:24:16 GMT  
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I'm not sure he will be able to easily remove the AGT and Obilisk. Infact I'm sure it would be a real pain to do that, as it would mean taking the map back to Gmax (the structure is part of the terrain).

However, the turrets should be fine to be removed totally.  
I'm sure DP will oblidge that, but if he is too busy, I will remove them for you programatically, and you can use the first version of the map.

I really don't think you're going to get the AGT or Obilisk removed though.

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Subject: Re: request of danpaul: Mesa\_Rush  
Posted by [Spoony](#) on Thu, 10 Dec 2009 08:30:08 GMT  
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would it be simpler to simply have the AGT and ob start off dead?

i don't mind them being there if they're dead. it's just that they shouldn't be there to get points/money off.

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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.

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Subject: Re: request of danpaul: Mesa\_Rush  
Posted by [Spoony](#) on Thu, 10 Dec 2009 09:53:12 GMT  
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bridge isn't the only deadzone though; grenadiers on the strip, and tankfights on the side path are affected.

as for the plugin, bear in mind that i'd like to have Mesa2 and Mesa\_Rush in the same server rotation.

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Subject: Re: request of danpaul: Mesa\_Rush  
Posted by [Reaver11](#) on Thu, 10 Dec 2009 10:11:07 GMT  
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Also It might be usefull to remove the spawnpoints from the ob and agt too maybe even block of the door?

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Subject: Re: request of danpaul: Mesa\_Rush  
Posted by [reborn](#) on Thu, 10 Dec 2009 11:04:23 GMT  
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Spoony wrote on Thu, 10 December 2009 04:53bridge isn't the only deadzone though; grenadiers on the strip, and tankfights on the side path are affected.

as for the plugin, bear in mind that i'd like to have Mesa2 and Mesa\_Rush in the same server rotation.

Fair enough, it is better to have it fixed than not.

When I write it, I will allow server owners to add map names to a list. This list will determine which maps have the base defences killed and the turrets removed.

So rather than doing it to all maps in rotation, you specify which maps you want played like that (CnC\_mesa2.mix or CnC\_whateveryoulike.mix). This means it will support all current and future

maps too, rather than hard coded values.

Reaver11 wrote on Thu, 10 December 2009 05:11 Also It might be usefull to remove the spawnpoints from the ob and agt too maybe even block of the door?

It might be possible to remove the spawners prgramatically, but blocking the doors seems a little redundant when you compare how much effort you would have to go to for each and every map.

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Subject: Re: request of danpaul: Mesa\_Rush  
Posted by [Reaver11](#) on Thu, 10 Dec 2009 12:24:37 GMT  
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Ah you are going to make a script for it so you can configure if you want to have base defences on yes or no.  
My bad for missing that part.

Then indeed it would be too much work to block of the doors.  
The only map it could be annoying spawning in the obelisk is hourglas.

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Subject: Re: request of danpaul: Mesa\_Rush  
Posted by [Spoony](#) on Thu, 10 Dec 2009 20:32:34 GMT  
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reborn wrote on Thu, 10 December 2009 05:04 When I write it, I will allow server owners to add map names to a list. This list will determine which maps have the base defences killed and the turrets removed.

So rather than doing it to all maps in rotation, you specify which maps you want played like that (CnC\_mesa2.mix or CnC\_whateveryoulike.mix). This means it will support all current and future maps too, rather than hard coded values.

in that case, would it be possible to simply have an exact copy of mesa2, renamed Mesa\_Rush, and then specify Mesa\_Rush but not Mesa2 in this plugin of yours? that way Mesa2 and Mesa\_Rush could be in the same rotation, Mesa\_Rush having the defences disabled?

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Subject: Re: request of danpaul: Mesa\_Rush  
Posted by [reborn](#) on Thu, 10 Dec 2009 22:36:54 GMT  
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Renaming your current mesa2 file to mesa\_rush would not work, I think it's due to the terrain files being named internally to something else. I'm not sure if this would work, but you could try opening the copied mesa2 file with xcc and renaming the terrain files to the new map name. However, what you're saying would work from the plug-in's point of view.

It would be possible to make the plugin only play certain makes as a rush map (as mentioned earlier), but it's also possible to add a setting that says play the map as a rush map, but only every

other time it is played. That would solve your dilemma, I believe?

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Subject: Re: request of danpaul: Mesa\_Rush  
Posted by [Distrbd21](#) on Thu, 10 Dec 2009 22:38:13 GMT  
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I don't think it would be hard to remove the base defense i just think it would be hard to re add the textures.

let me do some poken around and see what i can do.

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Subject: Re: request of danpaul: Mesa\_Rush  
Posted by [reborn](#) on Thu, 10 Dec 2009 22:38:46 GMT  
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It would take ages to complete the redone map.

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Subject: Re: request of danpaul: Mesa\_Rush  
Posted by [danpaul88](#) on Fri, 11 Dec 2009 11:21:53 GMT  
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What your forgetting is that the ONLY change they want is the base defences removed. If you alter the terrain you have to redo a LOT of the LE settings which could have drastic effects on other elements of gameplay.

Do you still want this modified map or are you waiting for the scripts from reborn?

And FYI it's the PRESET name that has to match the map name for a ,mix map to work, so you have to edit it in LevelEdit to do that.

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Subject: Re: request of danpaul: Mesa\_Rush  
Posted by [Distrbd21](#) on Fri, 11 Dec 2009 17:27:21 GMT  
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Yes i know i would have to redo alot if i can get my w3d importer working for 3ds max 8 i will look at it and take off the defe and texture it the same, as for the fix i would have to give the files to who ever did the fix before to apply it on this one..

and no i'm not w8ing for reborns script.

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Subject: Re: request of danpaul: Mesa\_Rush  
Posted by [Spoony](#) on Fri, 11 Dec 2009 18:22:42 GMT  
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danpaul88 wrote on Fri, 11 December 2009 05:21 Do you still want this modified map or are you waiting for the scripts from reborn?  
well, i'd just like the modified map, don't really care how it's done.

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