

---

Subject: [Map] C&C\_DomesV2  
Posted by [roszek](#) on Sat, 07 Apr 2012 19:20:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

It's a map.

I had to use a 4.0 script so you might need the scripts.

---

#### File Attachments

- 1) [C&C\\_DomesV2.rar](#), downloaded 134 times
- 2) [Screenshot.28.png](#), downloaded 602 times



3) [Screenshot.29.png](#), downloaded 600 times



4) [Screenshot.31.png](#), downloaded 615 times



5) [Screenshot.32.png](#), downloaded 598 times





6) [Screenshot.30.png](#), downloaded 604 times



Do you think they figured out that it's a map yet?

Page 6 of 11 ---- Generated from [Command and Conquer: Renegade Official Forums](#)

Posted by [liquidv2](#) on Sun, 08 Apr 2012 01:21:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

it would be really neat and/or spiffy if you would take screenshots of your map and post them to let people know something about it

or at the very least, a description

roszek wrote on Sat, 07 April 2012 14:20It's a map.

oh shit, i missed this very informative description; please disregard my post

---

---

Subject: Re: [Map] C&C\_DomesV2

Posted by [NACHO-ARG](#) on Sun, 08 Apr 2012 04:08:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

nice job batman i like the concept of the base been protected by that dome

---

---

Subject: Re: [Map] C&C\_DomesV2

Posted by [sla.ro\(master\)](#) on Sun, 08 Apr 2012 06:34:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

look like StarCraft

interesting, i will try it.

---

---

Subject: Re: [Map] C&C\_DomesV2

Posted by [roszek](#) on Mon, 09 Apr 2012 00:54:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

There was a huge screw-up that was overlooked in the map I uploaded.

I deleted the file and uploaded the fixed map to the original post.

---

---

Subject: Re: [Map] C&C\_DomesV2

Posted by [reckneya](#) on Mon, 09 Apr 2012 01:16:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Could you please upload a screenshot and edit your first post to display the screenshot?

---

Subject: Re: [Map] C&C\_DomesV2  
Posted by [liquidv2](#) on Mon, 09 Apr 2012 10:55:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

he posted a download link to a bunch of screenshots in a .rar file  
the whole having-to-download-something-just-to-see-how-the-map-looks thing is a nuisance

---

---

Subject: Re: [Map] C&C\_DomesV2  
Posted by [roszek](#) on Mon, 09 Apr 2012 11:12:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

reckneya wrote on Sun, 08 April 2012 18:16 Could you please upload a screenshot and edit your first post to display the screenshot?

I added an album link to the OP; should be easier then downloading the screen shots.

---

---

Subject: Re: [Map] C&C\_DomesV2  
Posted by [liquidv2](#) on Mon, 09 Apr 2012 19:37:07 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

he still fails to grasp the concept

roszek: put the pictures in your original post in [img] tags

people don't want to download a photo album just so they can see what your map looks like  
they shouldn't have to download anything; do you get it now?

---

---

Subject: Re: [Map] C&C\_DomesV2  
Posted by [roszek](#) on Mon, 09 Apr 2012 20:57:28 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

liquidv2 wrote on Mon, 09 April 2012 12:37 he still fails to grasp the concept

roszek: put the pictures in your original post in [img] tags

people don't want to download a photo album just so they can see what your map looks like  
they shouldn't have to download anything; do you get it now?

It's not that I didn't understand; just didn't feel the need.

---

---



Subject: Re: [Map] C&C\_DomesV2  
Posted by [Gohax](#) on Mon, 09 Apr 2012 21:04:26 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

This map actually looks pretty nice.

---

---

Subject: Re: [Map] C&C\_DomesV2  
Posted by [reckneya](#) on Mon, 09 Apr 2012 21:04:42 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Now we're talking. Thanks. Interesting concept, though I am not sure how the game play is.

---

---

Subject: Re: [Map] C&C\_DomesV2  
Posted by [liquidv2](#) on Tue, 10 Apr 2012 00:41:19 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

it does look cool

---

---

Subject: Re: [Map] C&C\_DomesV2  
Posted by [Xpert](#) on Tue, 10 Apr 2012 01:39:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Wait... so the bases are inside dome like buildings? Wtf o\_O?

---

---

Subject: Re: [Map] C&C\_DomesV2  
Posted by [Di3HardNL](#) on Mon, 16 Apr 2012 06:41:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Xpert wrote on Tue, 10 April 2012 03:39 Wait... so the bases are inside dome like buildings? Wtf o\_O?

Might be unusual but I think it is pretty smart to get some extra protection around your base

---

---

Subject: Re: [Map] C&C\_DomesV2  
Posted by [TORN](#) on Thu, 19 Apr 2012 22:02:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Cool map, I want to add this to my server if that's ok.  
Trying to get it added to the repository for 4.0

---

Subject: Re: [Map] C&C\_DomesV2  
Posted by [crazfulla](#) on Wed, 25 Apr 2012 04:10:38 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

needs alpha blending, but apart from that, nod bad.

---

---

Subject: Re: [Map] C&C\_DomesV2  
Posted by [zunnie](#) on Sat, 20 Oct 2012 14:25:59 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Very cool map. We have it added to our server rotation now, played a couple of games on it now. Awesome

---

---

Subject: Re: [Map] C&C\_DomesV2  
Posted by [Ethenal](#) on Sat, 20 Oct 2012 14:47:40 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I forgot about this map, it's quite unique looking. I wouldn't mind playing a round or two on it.

---

---

Subject: Re: [Map] C&C\_DomesV2  
Posted by [Major-Payne](#) on Fri, 02 Nov 2012 14:06:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

which server(s) does it run on?

---

---

Subject: Re: [Map] C&C\_DomesV2  
Posted by [ehhh](#) on Fri, 02 Nov 2012 14:28:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Probably just ultra

---

---

Subject: Re: [Map] C&C\_DomesV2  
Posted by [FeaR](#) on Fri, 02 Nov 2012 15:48:11 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

We @ MPF are running the map on the UltraAOW server, so come check it out sometime

---

---

Subject: Re: [Map] C&C\_DomesV2  
Posted by [Sean](#) on Fri, 02 Nov 2012 15:53:44 GMT

---

[View Forum Message](#) <> [Reply to Message](#)

---

Very nice indeed.

---