
Subject: [Map] C&C_DomesV2

Posted by [roszek](#) on Sat, 07 Apr 2012 19:20:46 GMT

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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 339 times
- 2) [Screenshot.28.png](#), downloaded 1237 times



3) [Screenshot.29.png](#), downloaded 1249 times



4) [Screenshot.31.png](#), downloaded 1249 times



5) [Screenshot.32.png](#), downloaded 1232 times



6) [Screenshot.30.png](#), downloaded 1248 times



Subject: Re: [Map] C&C_DomesV2
Posted by [Aircraftkiller](#) on Sat, 07 Apr 2012 20:06:14 GMT
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Quote:[Map] C&C_DomesV2

It's a map.

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

Subject: Re: [Map] C&C_DomesV2

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

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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

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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

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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

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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

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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
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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
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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
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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
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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
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This map actually looks pretty nice.

Subject: Re: [Map] C&C_DomesV2
Posted by [reckneya](#) on Mon, 09 Apr 2012 21:04:42 GMT
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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
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it does look cool

Subject: Re: [Map] C&C_DomesV2
Posted by [Xpert](#) on Tue, 10 Apr 2012 01:39:00 GMT
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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
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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
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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
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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
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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
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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
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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
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Probably just ultra

Subject: Re: [Map] C&C_DomesV2
Posted by [FeaR](#) on Fri, 02 Nov 2012 15:48:11 GMT
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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

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Very nice indeed.
