
Subject: Renegade Domination

Posted by [zunnie](#) on Thu, 18 Oct 2012 10:35:18 GMT

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ModDB Profile: <http://www.moddb.com/mods/renegade-domination>

Website: <http://www.ultraaow.com/domination.php> (WIP)

I'm working on this right now. Code & Maps by me, Control Points by Mauler (CnC3 modified). The SP Mission Maps will also be included sometime, still working on it. The map prefix is DOM and not C&C. It's all 4.0 based and configurable through ssgm.ini

Some images:

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Video: <http://www.moddb.com/mods/renegade-domination/videos/capturing-control-points#imagebox>

Subject: Re: Renegade Domination

Posted by [bisen11](#) on Fri, 19 Oct 2012 14:20:46 GMT

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Looks pretty cool. Perhaps also add an option to purchase simple defenses around them? Like destroyable walls and automated turrets?

Subject: Re: Renegade Domination

Posted by [TNaismith](#) on Mon, 22 Oct 2012 05:15:09 GMT

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First saw this kind of mode in Ren when Jerad2142 showed a video back in 2011 of a Mutant Assault map that uses a domination/control point system. (Link 1) ([url=&feature=channel_video_title])Link 2[url])

Looks like the domination/control point mode is getting some interest again. Looking forward to hearing more!

Subject: Re: Renegade Domination

Posted by [Generalcamo](#) on Wed, 07 Nov 2012 01:46:04 GMT

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Mutant Assault is slightly different though. If you were to play it, you would know the difference.

...and I didn't know this topic was two weeks old. These forums are DYING.

Nice little mode there. The concept of it is pretty nice. Can't wait to see more.
