



## Where Does CC2 Pro End?

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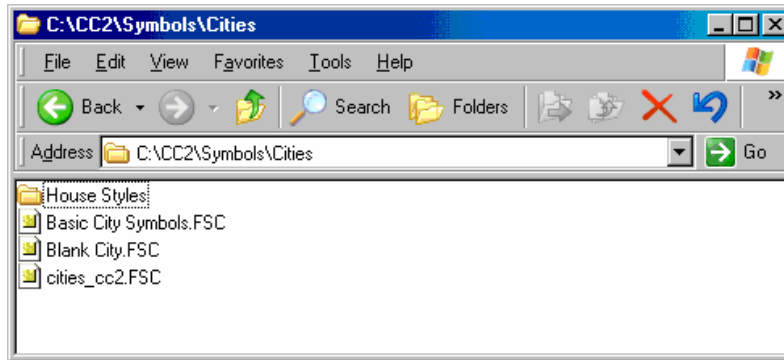
## Where does CC2 Pro end?

The purpose of this Challenge is to create a drawing with *only* CC2 Pro core components. However, most people don't have *just* CC2 Pro. Depending on what genre folks draw for and what needs are there to be met, any combination of CC2 Pro add-ons and accessories can be present in any user's installation. How do we know where CC2 stops and where the add-ons begin?

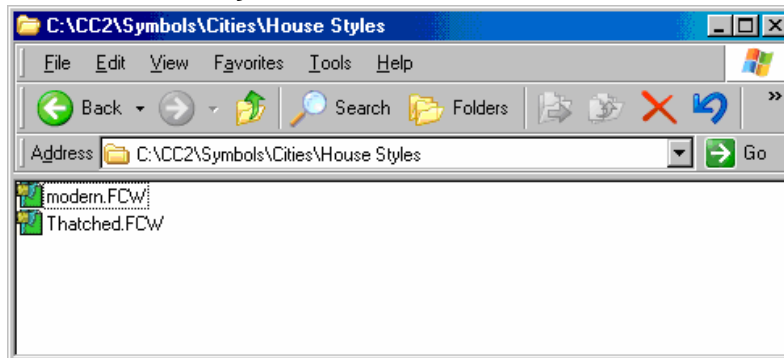
What you'll find in this document is a list of the CC2 Pro core components that are present in a bare bones install with UU8 applied. You may be surprised, as I was, at just how far the bare bones install can take you.

### Symbols

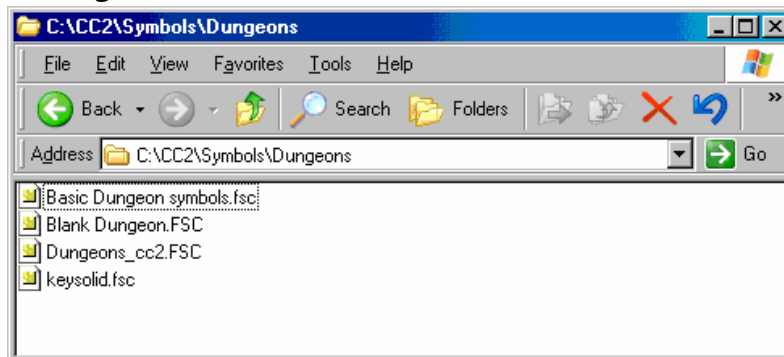
#### CC2\Symbols\Cities



#### CC2\Symbols\Cities\House Styles



#### CC2\Symbols\Dungeons

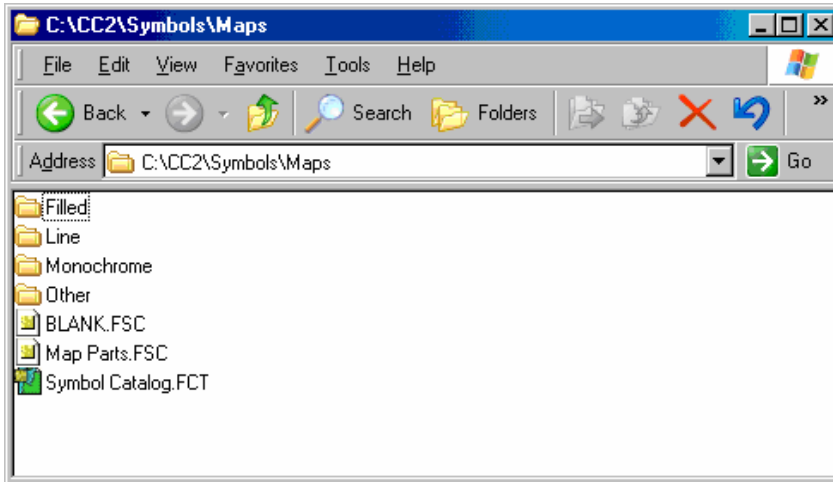


#### Core Components

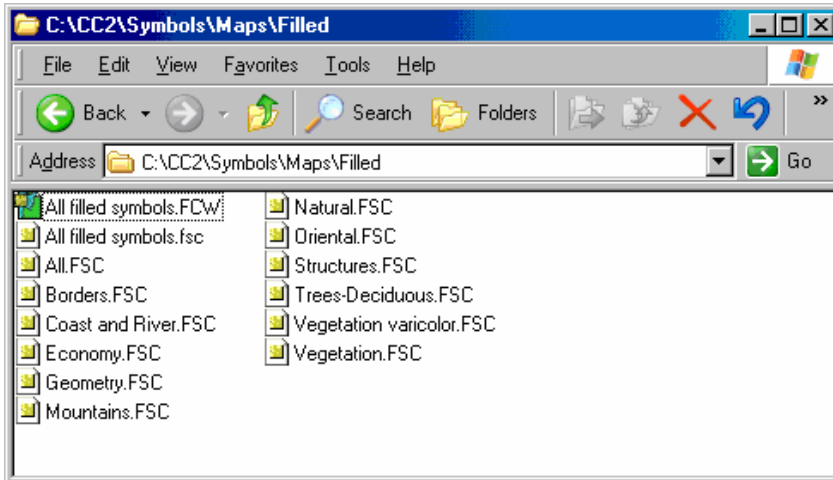
##### Symbols Folder

- **Cities**
  - House Styles
- **Dungeons**
- **Maps**
  - Filled
  - Line
  - Monochrome
  - Other
- **Other**
- **Perspectives**
  - Styles

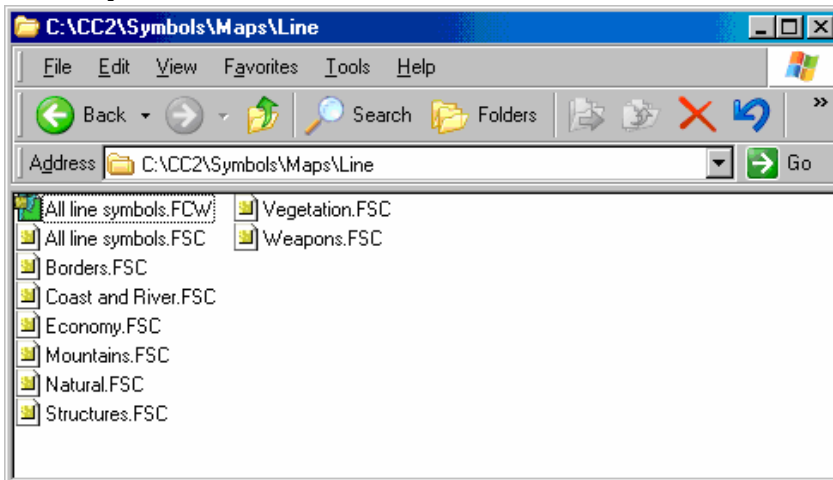
### CC2\Symbols\Maps



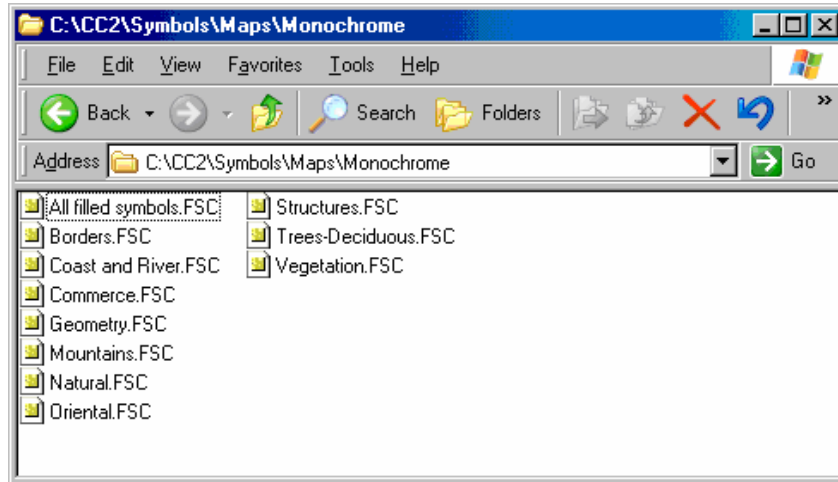
### CC2\Symbols\Maps\Filled



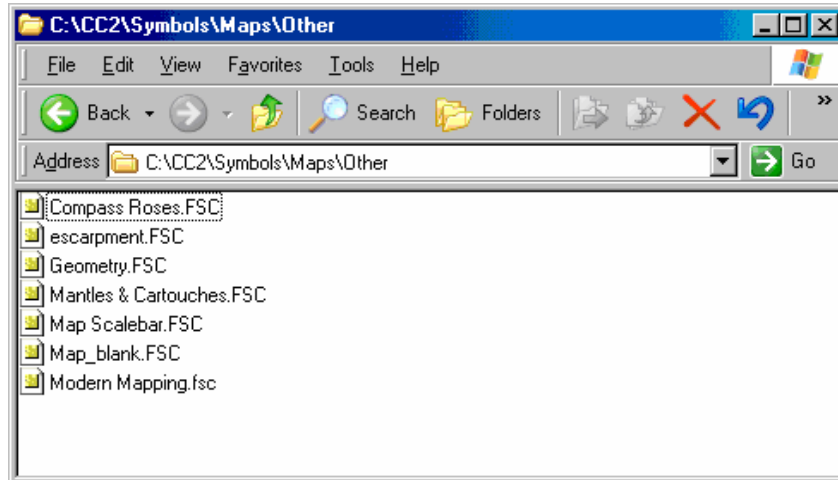
### CC2\Symbols\Maps\Line



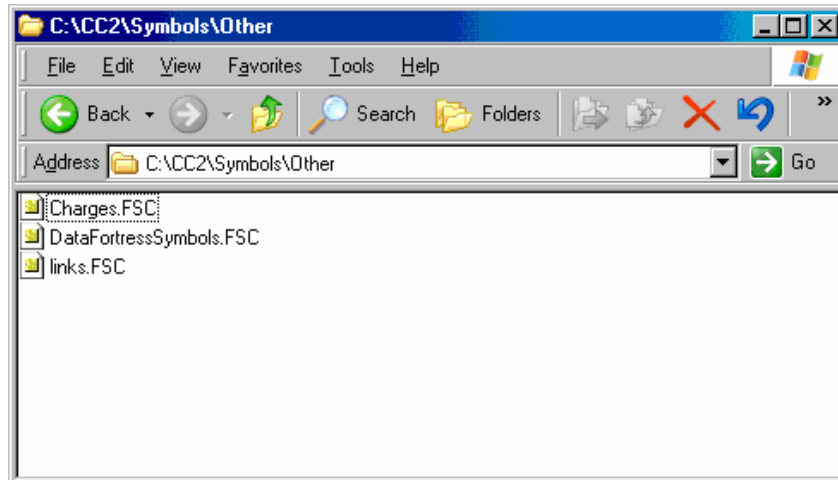
**CC2\Symbols\Maps\Monochrome**



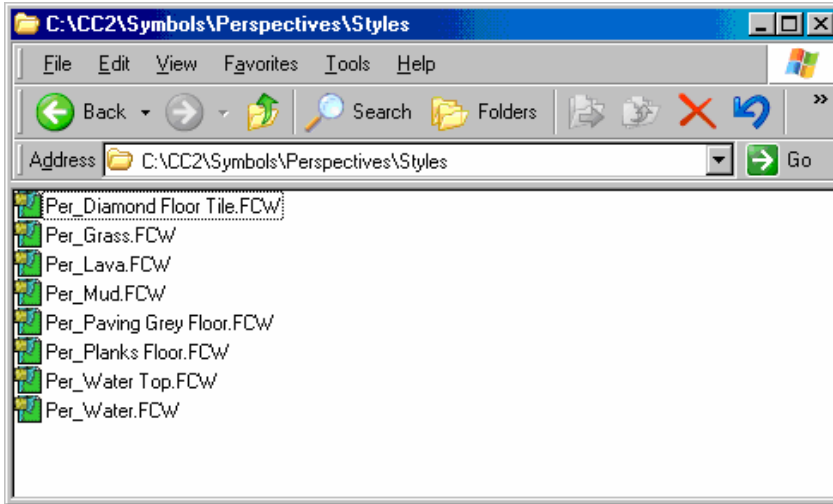
**CC2\Symbols\Maps\Other**



**CC2\Symbols\Other**

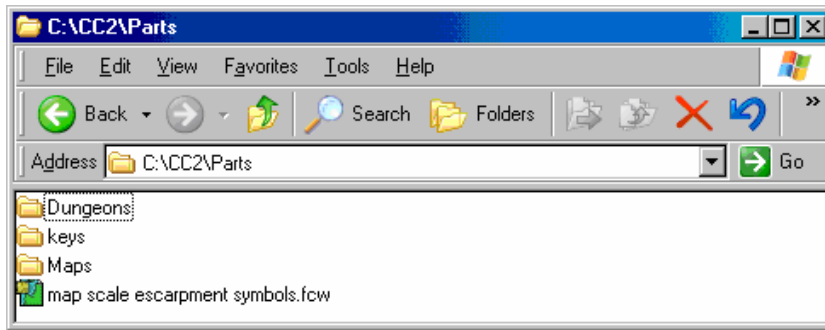


**CC2\Symbols\Perspectives\Styles**



**Parts**

**CC2\Parts**



**Core Components**

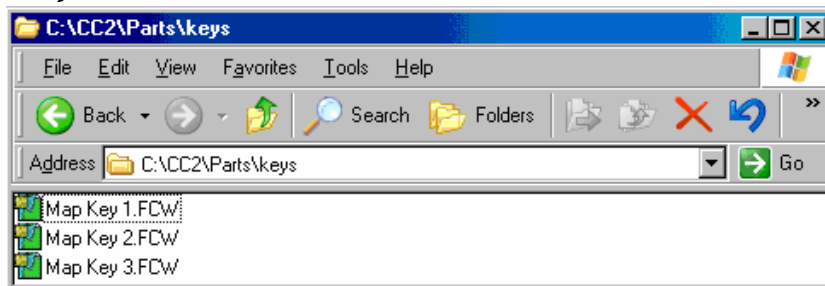
Parts Folder

- **Dungeons**  
Scalebars
- **Keys**
- **Maps**  
Cartouches  
Compass Roses  
Contours  
Scale Bars

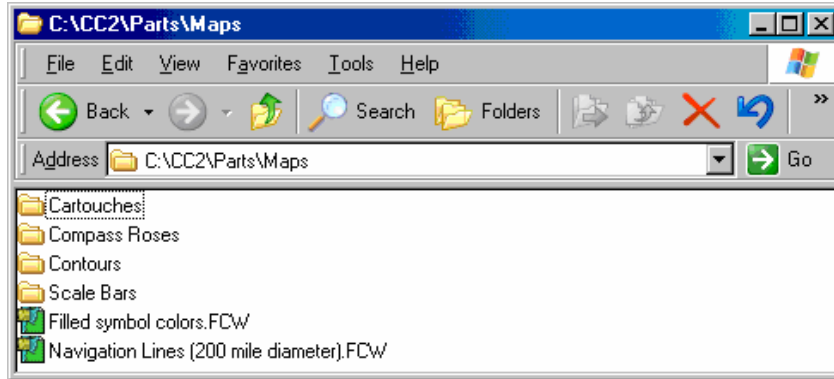
**CC2\Parts\Dungeons\Scalebars**



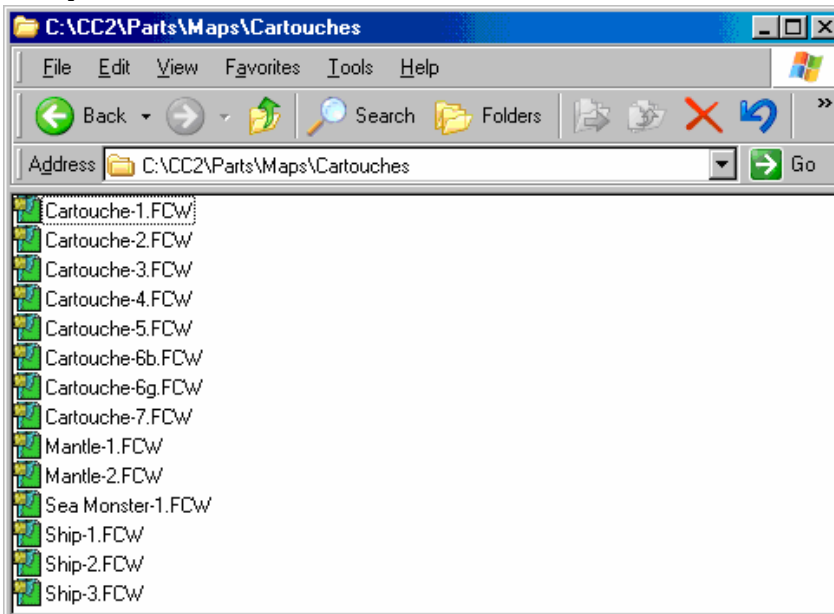
**CC2\Parts\keys**



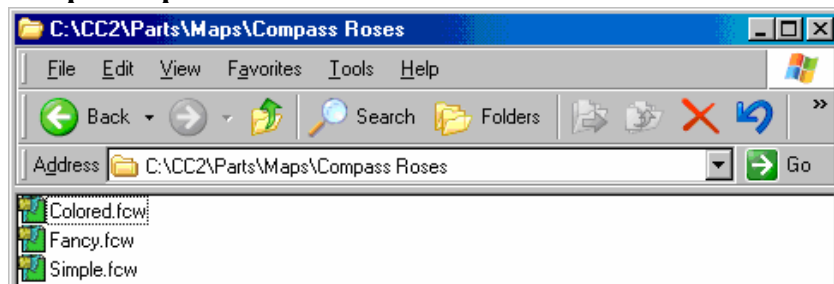
**CC2\Parts\Maps**



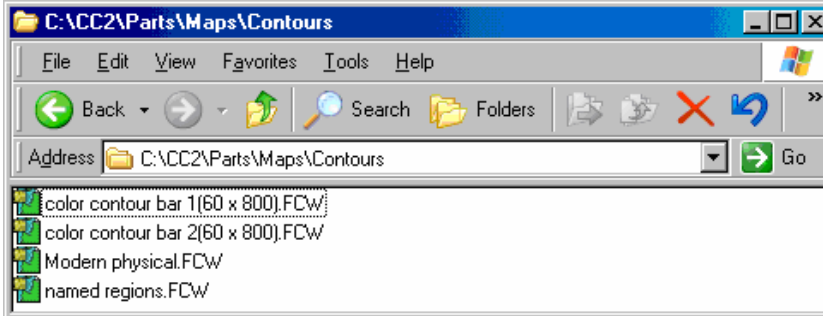
**CC2\Parts\Maps\Cartouches**



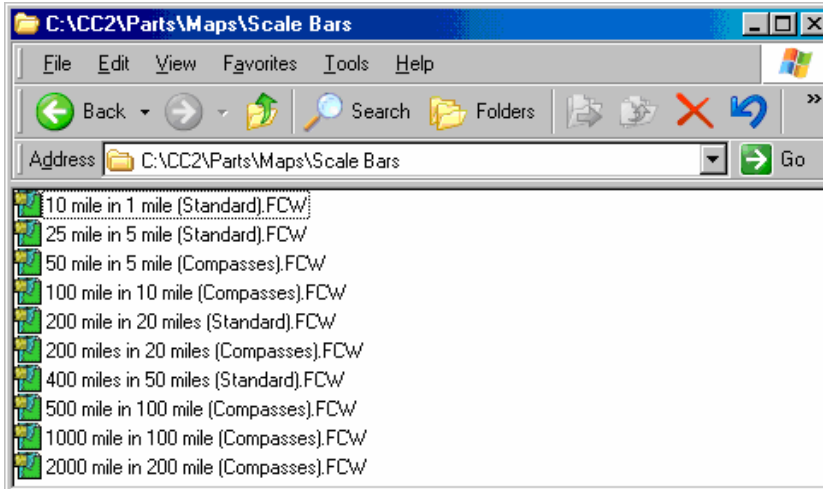
**CC2\Parts\Maps\Compass Roses**



**CC2\Parts\Maps\Contours**

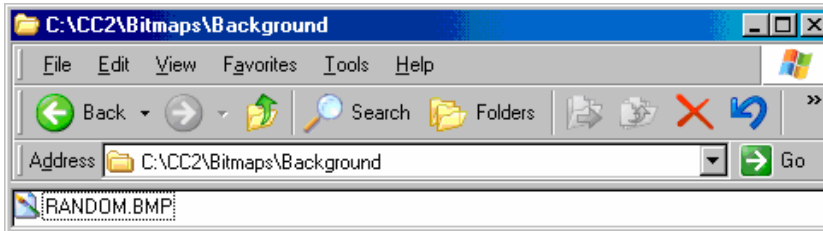


**CC2\Parts\Maps\ScaleBars**



**Bitmaps**

**CC2\Bitmaps\Background**

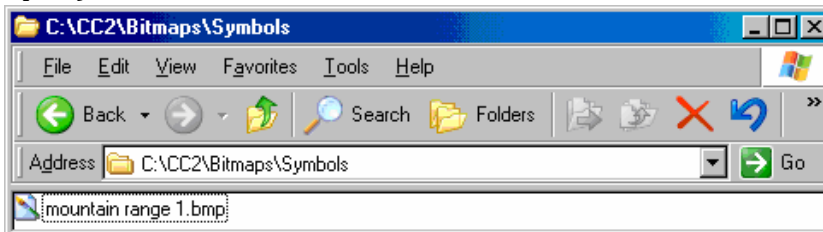


**Core Components**

Bitmaps Folder

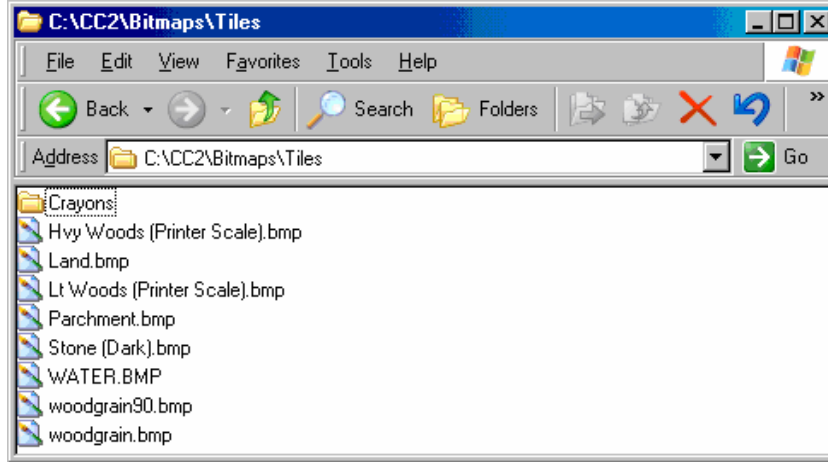
- **Background**
  - **Symbols**
  - **Tiles**
- Crayons

**CC2\Bitmaps\Symbols**

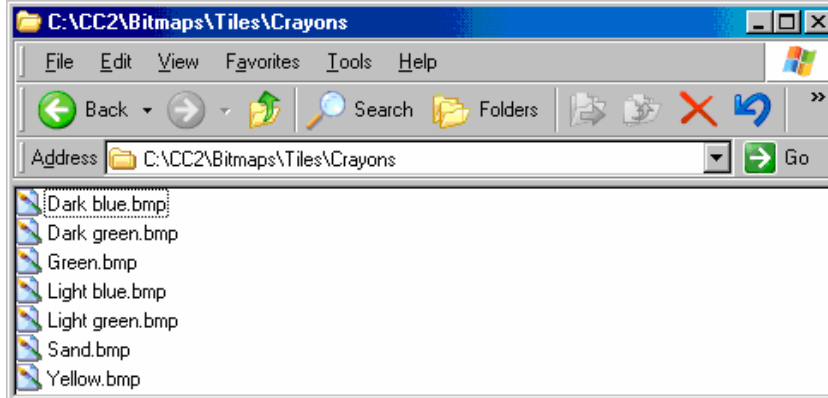




**CC2\Bitmaps\Tiles**



**CC2\Bitmaps\Tiles\Crayons**



**Core Components**

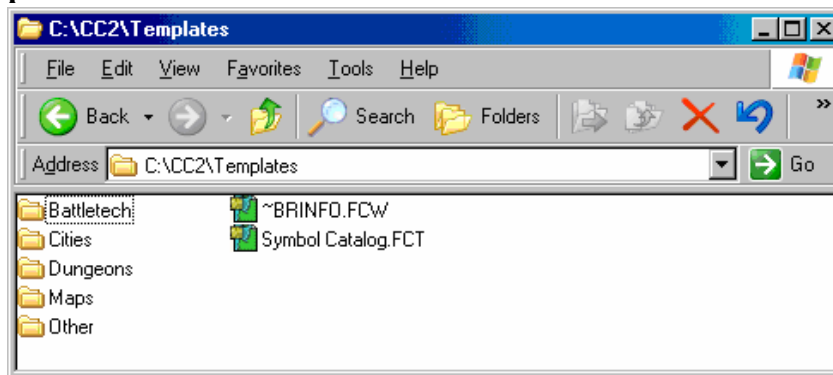
Templates Folder

- **Battletech**
- **Cities**
- **Dungeons**
- **Maps**

Decorative

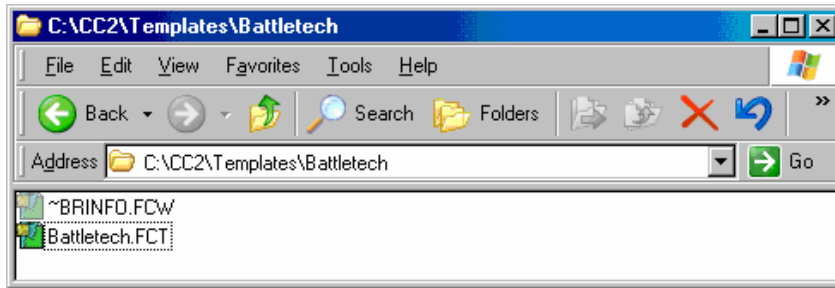
**Templates**

**CC2\Templates**

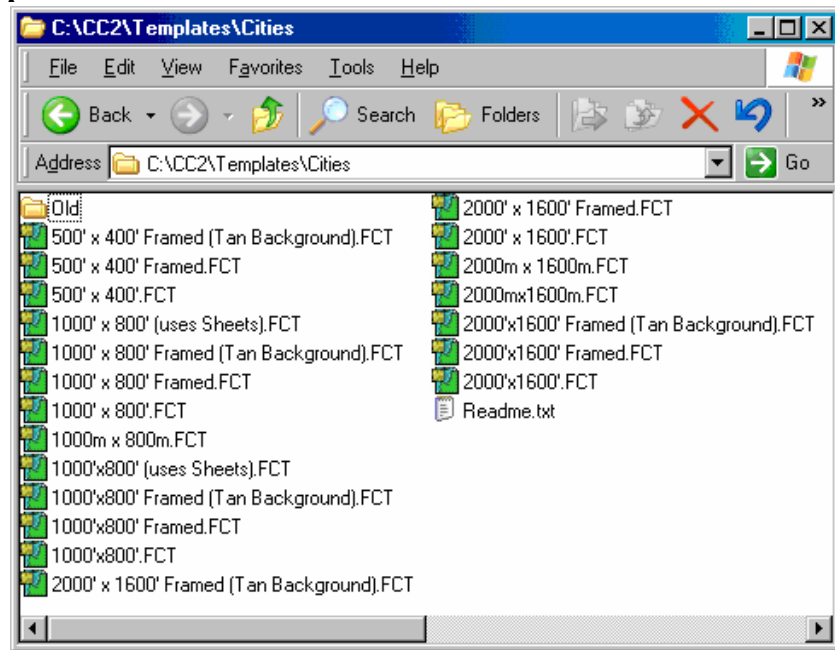




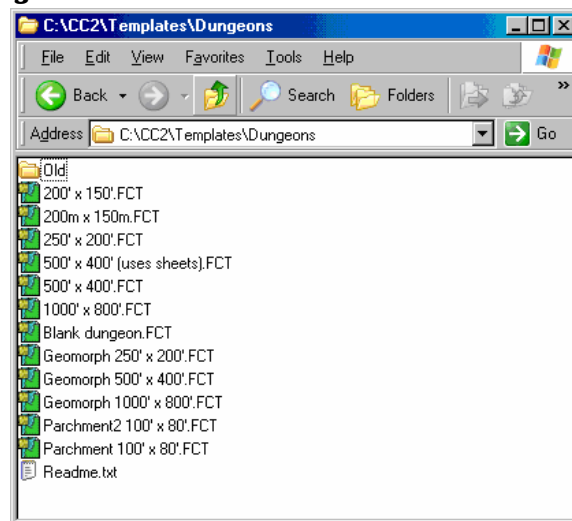
### CC2\Templates\Battletech



### CC2\Templates\Cities

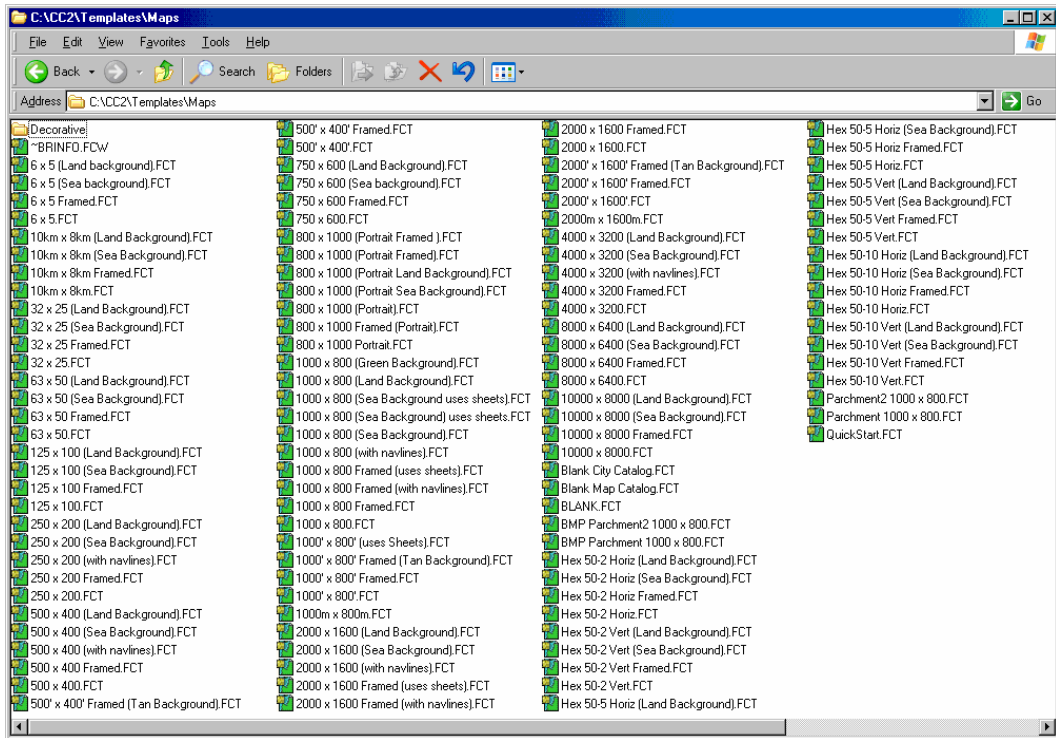


### CC2\Templates\Dungeons



# CC2 Pro Core Component Challenge

## CC2\Templates\Maps



## CC2\Templates\Maps\Decorative

