Subject: Renegade Alert Missile Sub Posted by SuperFlyingEngi on Sun, 04 Jul 2004 15:49:21 GMT View Forum Message <> Reply to Message

AircraftkillerI explained that already, each one is an entrance to each compartment of the nuclear reactor section of the submarine.

The front two are for fire control.

Well, that's what I get for not reading the first 5 pages of this thread because it was too long...

Why in the world does the crew of a submarine have to climb down a porthole on the outside of the sub to get to the fire control room? Or is it just there for fun?

Also, I'm willing to bet money that the reason the missile sub has those goofy missile boxes instead of actual missile submarine things is ebcause Westwood couldn't make a good top-down firing animation for Red Alert 2, so instead just put some missile racks on the model to solve the problem. And to really stop the submarine from firing it's missiles underwater and accomplishing anything, could you give it a special munition type that no other weapon has, and put a blocker for that type right at the surface? So all its shots explode at the surface instead of flying out of the water? Also, do the Soviets have any other real naval attack craft? Because if they didn't you could put another missile blocker right below where all the hulls of the Allied ships would be, and thus, the sub wouldn't be able to hit anything untiil it surfaced, at which point it could pound naval units. Just a thought.

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums