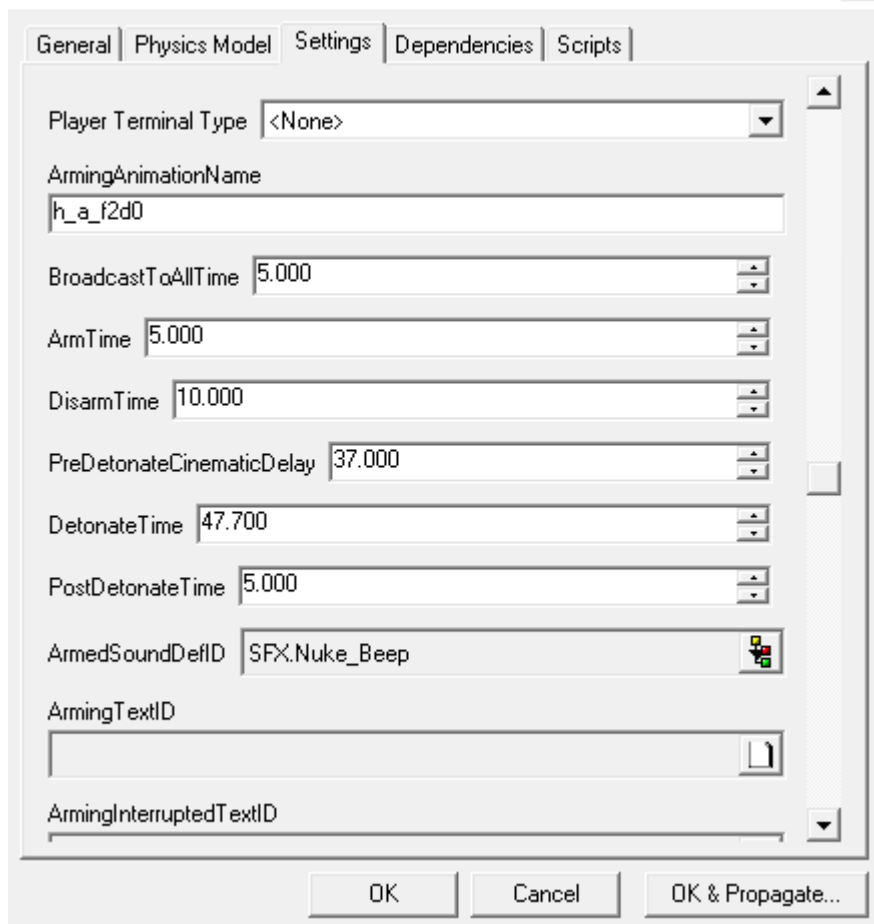

Subject: Re: How's Renegade lately?
Posted by [dblanky1](#) on Thu, 30 Nov 2017 23:48:04 GMT
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Its not just as long as the original nukes. They take 47.7 to detonate in stock.

File Attachments

1) [nuketime.PNG](#), downloaded 722 times

Edit object



The screenshot shows a dialog box titled "Edit object" with a close button in the top right corner. The dialog has five tabs: "General", "Physics Model", "Settings", "Dependencies", and "Scripts". The "Settings" tab is selected. The settings are as follows:

- Player Terminal Type: <None>
- ArmingAnimationName: h_a_f2d0
- BroadcastToAllTime: 5.000
- ArmTime: 5.000
- DisarmTime: 10.000
- PreDetonateCinematicDelay: 37.000
- DetonateTime: 47.700
- PostDetonateTime: 5.000
- ArmedSoundDefID: SFX.Nuke_Beep
- ArmingTextID: (empty)
- ArmingInterruptedTextID: (empty)

At the bottom of the dialog are three buttons: "OK", "Cancel", and "OK & Propagate..."