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Subject: Re: How's Renegade lately?

Posted by [dblaney1](#) 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.

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## File Attachments

1) [nuketime.PNG](#), downloaded 1306 times

Edit object

The screenshot shows a 'Edit object' dialog box with several tabs: General, Physics Model, Settings, Dependencies, and Scripts. The 'Settings' tab is active. 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...