Subject: Renegade Alert Missile Silo
Posted by Aircraftkiller on Wed, 31 Mar 2004 19:34:54 GMT

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Finished it off today. Took a good two days of work to get it to the point of being done.

I'll probably add little details later, but right now this works perfect.

Every five minutes, the Missile Silo spawns an A-Bomb Signal Flare. It's powerful enough to destroy the entire enemy base if placed so that its 150 meter blast range will encompass the base.

Two floors, with an elevator heading up and down.

The bunker won't have a door on it, just an open entrance.

I also made the elevator door texture look exactly like the Red Alert cutscene of an elevator inside a Soviet Forward Command Post.

http://dynamic6.gamespy.com/~renalert/forum/index.php?showtopic=762