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Subject: Renegade Alert Missile Sub

Posted by [smwScott](#) on Tue, 06 Jul 2004 20:06:56 GMT

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An ideal way to handle it would be to incorporate a torpedo system. The sub fires a torpedo, the torpedo floats to the top and then launches a missile (this would be the best way, and a similar system is used in real warfare, but I doubt it would be possible or at least very hard to do). Either that or have the missiles fire upwards out of the submarine.

Or, you can keep it like it is. It's not that bad, just a bit silly looking. And if you think about the logistics of it then there's no way that thing could ever function. I realize that it was that way in Red Alert, so that's a very good argument for having it that way in Ren Alert. Only problem is it looks a lot worse in a 3D FPS environment than it did in Red Alert where you could barely make it out.

Don't bite my head off, just listing a few alternatives to what you already have.

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