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Subject: Renegade Alert Submarine Test #2  
Posted by [Aircraftkiller](#) on Sun, 30 May 2004 02:42:41 GMT  
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Work is progressing great on Submarines. They dive, surface, and fire Torpedoes. The screen turns a watery color when you dive underwater.

You can only hit Allied boats by surfacing, since the torpedoes launch in a straight line. They can, and will, drop Depth Charges on you to retaliate.

The Submarine propeller cavitates, a Navy term for "creates air bubbles", due to the speed of the propeller in water that isn't dense enough to prevent air from being released.

Keep in mind, that is a simple test level and isn't anything representative of the final product.

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Subject: Renegade Alert Submarine Test #2  
Posted by [Hydra](#) on Sun, 30 May 2004 02:49:03 GMT  
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Awesome. Absolutely awesome.

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Subject: Renegade Alert Submarine Test #2  
Posted by [spoonyrat](#) on Sun, 30 May 2004 02:50:12 GMT  
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That looks awesome

Naval combat should be fun

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Subject: Renegade Alert Submarine Test #2  
Posted by [Aircraftkiller](#) on Sun, 30 May 2004 06:28:15 GMT  
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Trust me, it is fun. Even just floating around underwater by yourself.

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Subject: Renegade Alert Submarine Test #2

Posted by [Titan1x77](#) on Sun, 30 May 2004 06:29:20 GMT

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how did you achieve the watery colored screen once it submerges?

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Subject: Renegade Alert Submarine Test #2

Posted by [C4miner](#) on Sun, 30 May 2004 06:36:11 GMT

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That is fucking awesome.

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Subject: Renegade Alert Submarine Test #2

Posted by [Aircraftkiller](#) on Sun, 30 May 2004 06:38:10 GMT

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It was done through a lot of game.exe editing and Scripts.dll compilations.

I'm sure SK can tell you more about it.

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Subject: Renegade Alert Submarine Test #2

Posted by [NHJ BV](#) on Sun, 30 May 2004 08:25:43 GMT

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Are you firing a torpedo upwards (almost vertically) on that last screenshot? And if so, does it launch into the air after it reaches the surface?

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Subject: Renegade Alert Submarine Test #2

Posted by [cowmisfit](#) on Sun, 30 May 2004 11:26:53 GMT

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thats freakin awsome as shit Can't wait to be able to do that.

hehe, look at this i made long time ago with the sub from renalert Sent it in to a photoshop this a while back.

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Subject: Renegade Alert Submarine Test #2

Posted by [Sir Phoenixx](#) on Sun, 30 May 2004 13:06:04 GMT

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NHJ BVAre you firing a torpedo upwards (almost vertically) on that last screenshot? And if so, does it launch into the air after it reaches the surface?  
That torpedo isn't going vertical, it's going horizontal. (you can see the sea floor behind it)

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Subject: Renegade Alert Submarine Test #2  
Posted by [Dan](#) on Sun, 30 May 2004 15:04:04 GMT  
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How do you get out... do you have to be right next to terrain to get out? or can you drown?

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Subject: Renegade Alert Submarine Test #2  
Posted by [spoonyrat](#) on Sun, 30 May 2004 17:09:12 GMT  
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As well as ship vs ship battles, will sea-to-land combat be implemented? Also I assume there will be a Landing Ship Tank, otherwise control of the waters wouldn't really be worth much

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Subject: Renegade Alert Submarine Test #2  
Posted by [Aircraftkiller](#) on Sun, 30 May 2004 17:15:45 GMT  
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Why wouldn't it be? Even without the Naval Transport, which is going in, you still have vehicles capable of attacking land targets - the Soviet Missile Sub and the Allied Gunboat and Destroyer.

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Subject: Renegade Alert Submarine Test #2  
Posted by [spoonyrat](#) on Sun, 30 May 2004 18:55:27 GMT  
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Ah, that's cool.

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Subject: Renegade Alert Submarine Test #2  
Posted by [Jaspah](#) on Sun, 30 May 2004 19:47:16 GMT  
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Subject: Renegade Alert Submarine Test #2  
Posted by [Homey](#) on Sun, 30 May 2004 20:15:06 GMT

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Very good, i like the underwater stuff

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Subject: Renegade Alert Submarine Test #2  
Posted by [YSLMuffins](#) on Sun, 30 May 2004 20:44:49 GMT

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AircraftkillerWhy wouldn't it be? Even without the Naval Transport, which is going in, you still have vehicles capable of attacking land targets - the Soviet Missile Sub and the Allied Gunboat and Destroyer.

So no Cruiser? Even though it would be horribly unbalanced lol, it was my all time favorite unit from RA.

Great job as usual. This will be an awesome patch. :thumbsup:

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Subject: Renegade Alert Submarine Test #2  
Posted by [Renx](#) on Sun, 30 May 2004 21:06:08 GMT

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The cruiser will be a beacon activated strike.

Dan: There are docking areas. But if you're already in the sub there should be no reason to get out.

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Subject: Renegade Alert Submarine Test #2  
Posted by [nastym4n](#) on Sun, 30 May 2004 22:49:03 GMT

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well, I dont think much to your maps (well made but boring), but

THIS KICKS ASS!!!

good job Ack, keep em coming.

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Subject: Renegade Alert Submarine Test #2  
Posted by [deadmoap](#) on Mon, 31 May 2004 04:10:38 GMT

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NO!!! You must make the submarine yellow so that I can sing "The Beatles - Yellow Submarine"

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while I'm playing the game!

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Subject: Re: Renegade Alert Submarine Test #2  
Posted by [mahkra](#) on Mon, 31 May 2004 05:38:10 GMT  
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AircraftkillerThe Submarine propeller cavitates, a Navy term for "creates air bubbles", due to the speed of the propeller in water that isn't dense enough to prevent air from being released.

actually, it's not really "air being released." air being released would be something like carbonation bubbles in soda.

what actually happens in cavitation is that little pockets of water are boiling. the water doesn't boil from the temperature increasing, though; it boils because the spinning propeller makes the pressure drop along its blades (especially at the edges and the outer tips). if the prop spins fast enough, the pressure will drop so much that the water will start to boil. (this reduces thrust, makes lots of noise, and damages the propeller, so it's generally avoided. but it DOES look cool.)

there's actually a different phenomenon called "ventilation" which creates air bubbles in the water (actually air this time, not water vapor). this happens when the prop is too close to the surface (usually in ships with a low draft, especially in rough seas). surface air or engine exhaust are drawn in to the propeller because of the localized low pressure the prop creates. as the air mixes with the water, it makes little bubbles and reduces thrust (kinda like cavitation).

(ACK, please don't be offended by my nitpicking. i just think this stuff is kinda cool and don't want people to get the wrong idea about what it is.)

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Subject: Renegade Alert Submarine Test #2  
Posted by [IRON FART](#) on Mon, 31 May 2004 06:38:47 GMT  
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Are you some kind of Naval expert? lol

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Subject: Renegade Alert Submarine Test #2  
Posted by [mahkra](#) on Mon, 31 May 2004 11:51:39 GMT  
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IRON-FARTAre you some kind of Naval expert? lol

i majored in Ocean Engineering at MIT.

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Subject: Renegade Alert Submarine Test #2

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Posted by [JPNOD](#) on Mon, 31 May 2004 15:18:23 GMT

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Heh,Is Crimson tide music implented to? ore just hellmarch?

Nah looks verry cool, and i think i should go download this.(Ren alert Mod)

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