
Subject: Renegade Alert Submarine Test #2
Posted by [Aircraftkiller](#) on Sat, 05 Jun 2004 06:26:22 GMT
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Testing on Shallow Grave is commencing, and it's working great! Purchase your Submarine from inside the Sub Pen, walk up to it, get in, and disembark from the dock. Slide back into the lake and you're ready to submerge and prepare for battle.

Subject: Renegade Alert Submarine Test #2
Posted by [jd422032101](#) on Sat, 05 Jun 2004 06:32:17 GMT
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SWeet! good job ack

Subject: Renegade Alert Submarine Test #2
Posted by [htmlgod](#) on Sat, 05 Jun 2004 09:54:13 GMT
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Sounds like fun. I really like the interior of your submarine pen. But in the actual bay for the submarine, where there is like the slot for the submarine, it looks a little awkward - the walls rising out of the water are all rusty and old, and then the floor's metal plating is like shiny new. Other than that it all looks great. The 'blue screen' effect you've got for the underwater environment is a great addition.

Subject: Renegade Alert Submarine Test #2
Posted by [Aircraftkiller](#) on Sat, 05 Jun 2004 11:57:09 GMT
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The plating isn't new. It's covered in sand and dirt.

Subject: Renegade Alert Submarine Test #2
Posted by [SuperFlyingEngi](#) on Sat, 05 Jun 2004 14:41:21 GMT
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That looks like an awesome map. Good work.

Subject: Renegade Alert Submarine Test #2
Posted by [gendres](#) on Sat, 05 Jun 2004 16:51:56 GMT
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nice work

Subject: Renegade Alert Submarine Test #2
Posted by [bighairybear](#) on Sun, 06 Jun 2004 09:42:54 GMT
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Looks cool.

Does the sub shoot torpedoes?

The deck does look kinda shinny next to the rusty sides but a simple bledn with a rust texture would fix that. Then again if htmlgod haddnt pointed it out i wouldnt of noticed anyway.

Subject: Renegade Alert Submarine Test #2
Posted by [Sir Phoenixx](#) on Sun, 06 Jun 2004 13:03:07 GMT
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bighairybearDoes the sub shoot torpedoes?

Lol...

Of course the thing fires torpedoes.

Subject: Renegade Alert Submarine Test #2
Posted by [IRON FART](#) on Sun, 06 Jun 2004 16:53:37 GMT
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But torpedoes aren't much good if there isn't anything to blow sky-high

When can we expect allied ships to blow up?

And I like that sub pen.
