
Subject: RA In-Game Submarine Tests
Posted by [Aircraftkiller](#) on Tue, 09 Mar 2004 22:45:03 GMT
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Submarine testing is going well. Performs as expected. You can surface at will, no "Reborn digging scripts" required.

The only issue so far that needs to be addressed is turning the screen translucent blue when the camera goes underwater.

Excuse the terrain, it's a simple test level.

Dive a few meters and you submerge totally...

Subject: RA In-Game Submarine Tests
Posted by [xptek_disabled](#) on Tue, 09 Mar 2004 23:00:06 GMT
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If you're not using the Reborn diggable scripts then what are you using to have the sub submerge? Did Dante write a script?

Subject: RA In-Game Submarine Tests
Posted by [YSLMuffins](#) on Tue, 09 Mar 2004 23:02:30 GMT
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Wow, now that is really nifty! :thumbsup:

Subject: RA In-Game Submarine Tests
Posted by [Aircraftkiller](#) on Wed, 10 Mar 2004 00:35:22 GMT
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Upgraded texture.

Subject: RA In-Game Submarine Tests
Posted by [\[REHT\]Spirit](#) on Wed, 10 Mar 2004 01:00:55 GMT
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Cwazyapelf you're not using the Reborn diggable scripts then what are you using to have the sub submerge? Did Dante write a script?

You don't need digging scripts, you make it fly but put an invisible roof in the water

Subject: RA In-Game Submarine Tests
Posted by [rm5248](#) on Wed, 10 Mar 2004 01:02:57 GMT
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YSLMuffinsWow, now that is really nifty! :thumbsup:

Subject: RA In-Game Submarine Tests
Posted by [IRON FART](#) on Wed, 10 Mar 2004 01:54:17 GMT
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How will ships work?

A subs gotta shoot something!

Subject: RA In-Game Submarine Tests
Posted by [npsmith82](#) on Wed, 10 Mar 2004 04:49:21 GMT
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I hope people aren't going to be able to cheat/modify the water texture to make it 100% transparent from above...

Subject: RA In-Game Submarine Tests
Posted by [gibberish](#) on Wed, 10 Mar 2004 04:57:33 GMT
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IRON-FARTHow will ships work?

Im guessing they will just be vehicles without wheels, but with the bottom of the ship extending outside the world box.

Another question, how will you navigate when running deep?
/me waits for someone to invent Sonar.

Subject: RA In-Game Submarine Tests
Posted by [Xtrm2Matt](#) on Wed, 10 Mar 2004 07:46:18 GMT

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Nice, good job.

Subject: RA In-Game Submarine Tests
Posted by [Spice](#) on Wed, 10 Mar 2004 09:34:44 GMT

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Well what i thought it was the made the sub fly like reht said , but give it a very slim barrier so you can only go down so much and up so high. Set the collision propertys right and Im sure some script settings. I think thats how it works.

Subject: RA In-Game Submarine Tests
Posted by [KIRBY098](#) on Wed, 10 Mar 2004 11:41:59 GMT

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Why are you using a nuclear sub in a world war 2 tech setting of renalert?

Reference: <http://www.naval-technology.com/projects/akula/>

Here is a better source of post ww2 era soviet technology.

<http://www.hazegray.org/features/russia/ss.htm>

These subs came out in 61 - 71, whereas the akula class didn't come out until the eighties.

Subject: RA In-Game Submarine Tests
Posted by [Sir Phoenixx](#) on Wed, 10 Mar 2004 13:19:06 GMT

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Again, Renegade alert IS NOT a WW2 mod, it is a Red Alert mod. In Red Alert the Soviet submarine was an Akula.

Subject: RA In-Game Submarine Tests

Posted by [KIRBY098](#) on Wed, 10 Mar 2004 13:35:16 GMT

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A valid response. Thank you.

I need to play again apparently. How odd they would use newer style nuclear subs, considering the game was set in the Einstein, and Stalin era. If one was to follow that model, then what would stop nimitz class aircraft carriers from being developed considering they were 1970's technology?

Game quirk I guess.

Subject: RA In-Game Submarine Tests

Posted by [Aircraftkiller](#) on Wed, 10 Mar 2004 18:09:32 GMT

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Look up the alternate\multiverse theory. Einstien went back in time to eliminate Hitler in 1926 after he was released from prison in Landsberg, Germany, for attempting to overthrow the German government. This action prevents our WWII from ever happening. Hitler is gone, but Stalin remains. During the period of 1926-1964, there's a huge technological advancement due to a lot of people not dying off from our WWII. Technologies from the 1970s, 80s, and 90s come into play during the 1960s. Stalin attacks Europe in a bid for world domination, thus "The Great World War II" begins.

Subject: RA In-Game Submarine Tests

Posted by [Ferhago](#) on Wed, 10 Mar 2004 19:57:27 GMT

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Is it me or is the sub handling like a bike in the first pic?

(I.E. Leaning in the opposite direction its turning)

Subject: RA In-Game Submarine Tests

Posted by [Ferhago](#) on Wed, 10 Mar 2004 19:59:04 GMT

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Is it me or is the sub handling like a bike in the first pic?

(I.E. Leaning in the opposite direction its turning)
