
Subject: RA Submarine Tests

Posted by [Aircraftkiller](#) on Tue, 09 Mar 2004 22:53:42 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 Submarine Tests

Posted by [Cpo64](#) on Tue, 09 Mar 2004 23:09:04 GMT

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So your showing us a couple of pics of a sub we have already seen above and below a transparent plane, how wonderful.

Subject: RA Submarine Tests

Posted by [Aircraftkiller](#) on Tue, 09 Mar 2004 23:33:32 GMT

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You're quite observant.

Subject: RA Submarine Tests

Posted by [SuperFlyingEngi](#) on Tue, 09 Mar 2004 23:33:44 GMT

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Awesome. Some maps will be naval-centric, right? Excuse my ignorance, if that's what it is, but I don't normally read the Renalert forums, if this information is already there.

Subject: RA Submarine Tests

Posted by [Genocide](#) on Tue, 09 Mar 2004 23:41:00 GMT

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Textures a bit sucky, going to be replaced?

Subject: RA Submarine Tests

Posted by [Aircraftkiller](#) on Tue, 09 Mar 2004 23:55:17 GMT

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Already has been replaced.

Subject: RA Submarine Tests

Posted by [Oblivion165](#) on Wed, 10 Mar 2004 13:05:57 GMT

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Jesus, will everyone leave ACK alone.

That would be awesome to have. Since i made an A.I Naval yard, the idea interest me more.

Its just interesting to think how it would be entered into.

Subject: RA Submarine Tests

Posted by [Genocide](#) on Wed, 10 Mar 2004 14:35:14 GMT

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Alot better.

Subject: RA Submarine Tests

Posted by [Bidbood](#) on Wed, 10 Mar 2004 17:39:54 GMT

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this is great, awesome model!

though it can still be easily spotted when underwater, maybe it would be better if it turns stealth as soon as it's under?

Subject: RA Submarine Tests

Posted by [Ferhago](#) on Wed, 10 Mar 2004 20:13:34 GMT

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Ah yes nothing better than a glowing submarine. But then if its stealth how would the destroyer

find it. I guess the same in ra get right next to it

Subject: RA Submarine Tests

Posted by [Cpo64](#) on Thu, 11 Mar 2004 00:34:28 GMT

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Sure, it might be easy to see it, but that don't mean you can nessimarily do anything about it.

If you get spotted what do you do? Run away! You have the whole under water world to hide in, while the boat is stuck there on the surface.

Subject: RA Submarine Tests

Posted by [pulverizer](#) on Thu, 11 Mar 2004 13:14:10 GMT

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Great model and texture work :thumbsup:

Will there be any special effect when the submarine comes to the surface?
great work though.

Subject: RA Submarine Tests

Posted by [CnCsoldier08](#) on Fri, 12 Mar 2004 06:31:35 GMT

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well, actually hes not stuck at the top with no way to kill you, because he has depth charges.

Subject: RA Submarine Tests

Posted by [Cpo64](#) on Fri, 12 Mar 2004 22:24:52 GMT

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True, but you cant really aim those now can you.

Evaiding them probaly would be fairly easy.

Subject: RA Submarine Tests

Posted by [Aircraftkiller](#) on Fri, 12 Mar 2004 23:00:11 GMT

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Of course you can. Depth charges were launched from the ships in Red Alert. They weren't simply dropped into the water with the hopes of hitting something.

They will be launched about 50-100 meters from the ship. Submarine torpedoes will outrange the depth charges by 50 meters, at least.

Subject: RA Submarine Tests

Posted by [Cpo64](#) on Fri, 12 Mar 2004 23:06:38 GMT

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I C.

Well as you said, the sub can outrange the boat, so still, if you pilot it correctly, there should be no problem out manrovering the Allied ships.

Unless you let yourself get trapped by the allies, lol.

Subject: RA Submarine Tests

Posted by [Aircraftkiller](#) on Fri, 12 Mar 2004 23:16:37 GMT

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Not really. Gunboats are quick and can make short work of a Submarine if they get in range. The only problem is that they can only take three Submarine torpedoes before going under.

Destroyers are slower, but can take around 10 torpedoes, and launch two depth charges instead of a single one.

Subject: RA Submarine Tests

Posted by [Cpo64](#) on Sat, 13 Mar 2004 09:02:30 GMT

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I guess I will just have to wait till it comes out and figure out some tactics eh?
