

---

Subject: Renegade Alert Missile Silo  
Posted by [Aircraftkiller](#) on Wed, 31 Mar 2004 19:34:54 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Finished it off today. Took a good two days of work to get it to the point of being done.

I'll probably add little details later, but right now this works perfect.

Every five minutes, the Missile Silo spawns an A-Bomb Signal Flare. It's powerful enough to destroy the entire enemy base if placed so that its 150 meter blast range will encompass the base.

Two floors, with an elevator heading up and down.

The bunker won't have a door on it, just an open entrance.

I also made the elevator door texture look exactly like the Red Alert cutscene of an elevator inside a Soviet Forward Command Post.

<http://dynamic6.gamespy.com/~renalert/forum/index.php?showtopic=762>

---

---

Subject: Renegade Alert Missile Silo  
Posted by [Dishman](#) on Wed, 31 Mar 2004 21:13:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Nice.

---

---

Subject: Renegade Alert Missile Silo  
Posted by [maytridy](#) on Wed, 31 Mar 2004 22:21:03 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Looks great...there's really not much room for improvement except the accuracy of the door. It needs a kickplate and the lighting is incorrect.

---

---

Subject: Renegade Alert Missile Silo

---

Posted by [Gernader8](#) on Wed, 31 Mar 2004 22:24:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

The elevator door needs a kick plate.

---

---

Subject: Renegade Alert Missile Silo

Posted by [Deafwasp](#) on Wed, 31 Mar 2004 23:59:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Ummm...Aircraftkiller, that doesn't look like the doors have the red soviet flag symbol on them... that looks like it is on the wall outside the elevator... or the interior of the levator, i dunno if that screen is from inside or looking into the elevator. Either way, the doors themselves dont have the flag on them it seems.

---

---

Subject: Renegade Alert Missile Silo

Posted by [bigejoe14](#) on Thu, 01 Apr 2004 00:02:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Looks like you have a tad bit more work to do Aricraftkiller. Deafwasp is right. the doors didn't have the Soviet star on it. The wall does.

And the screen shot is inside the elevator looking out.

---

---

Subject: Renegade Alert Missile Silo

Posted by [Cpo64](#) on Thu, 01 Apr 2004 00:05:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

That would explane why its made out of bricks

---

---

Subject: Renegade Alert Missile Silo

Posted by [Aircraftkiller](#) on Thu, 01 Apr 2004 01:40:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

bigejoe14Looks like you have a tad bit more work to do Aricraftkiller. Deafwasp is right. the doors didn't have the Soviet star on it. The wall does.

And the screen shot is inside the elevator looking out.

I know the door doesn't have the Soviet logo on it, but I felt like putting it there since it looks more appropriate than a simple metal door texture.

---

---

Subject: Re: Renegade Alert Missile Silo  
Posted by [maytridy](#) on Thu, 01 Apr 2004 01:53:28 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Aircraftkillerl also made the elevator door texture look exactly like the Red Alert cutscene of an elevator inside a Soviet Forward Command Post.

Then it doesn't look exactly like the door from the cutscene, does it?

---

---

Subject: Renegade Alert Missile Silo  
Posted by [Aircraftkiller](#) on Thu, 01 Apr 2004 02:29:32 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Of course it does, at least the metal underneath the Soviet logo layer does. You want to stop quoting posts directly above your own?

---

---

Subject: Renegade Alert Missile Silo  
Posted by [maytridy](#) on Thu, 01 Apr 2004 03:10:47 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

There is no metal under the Soviet logo layer, other than the floor, and I'm talking about the kickplate that should be on the door...

I didn't quote a post directly above my own. The one i quoted is about eight posts up from my own. If that's called quoting a post directly above my own, you've done it countless times.

---

---

Subject: Renegade Alert Missile Silo  
Posted by [Cpo64](#) on Thu, 01 Apr 2004 03:12:47 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Yeah, nice painted doors normaly do have a kick plate.

But I doubt Ack has time for such a small detail

---

---

Subject: Renegade Alert Missile Silo  
Posted by [Aircraftkiller](#) on Thu, 01 Apr 2004 05:31:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

How are you going to tell me that it isn't painted on metal when I can look at the texture and see the metal surface behind it?

---

I'm not adding a kickplate.

---

---

Subject: Renegade Alert Missile Silo  
Posted by [Cpo64](#) on Thu, 01 Apr 2004 05:55:16 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

\*Chants "Lazy lazy lazy..."\*  
lol, j/k

---

---

Subject: Renegade Alert Missile Silo  
Posted by [maytridy](#) on Thu, 01 Apr 2004 12:22:08 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Then it will never be exactly like the cutscene...

---

---

Subject: Renegade Alert Missile Silo  
Posted by [Sir Phoenixx](#) on Thu, 01 Apr 2004 14:11:11 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Those Red Alert elevator doors aren't even supposed to have a kickplate, kickplates are used on normal doors so you can kick them open, they're pointless on these kind of doors since they slide open.

---

---

Subject: Renegade Alert Missile Silo  
Posted by [bighairybear](#) on Thu, 01 Apr 2004 16:30:07 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Looks cool. I don't care if doors the Soviet logos in or out. Does a missile appear in the silo when a bomb spawns? that would be cool.

---

---

Subject: Renegade Alert Missile Silo  
Posted by [maytridy](#) on Thu, 01 Apr 2004 21:49:01 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Sir PhoenixxThose Red Alert elevator doors aren't even supposed to have a kickplate, kickplates are used on normal doors so you can kick them open, they're pointless on these kind of doors since they slide open.

Well since those doors in the cutscene DO have kickplates, complete accuracy that he claims to have will never be achieved.

---

---

Subject: Renegade Alert Missile Silo  
Posted by [Aircraftkiller](#) on Thu, 01 Apr 2004 22:02:20 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

How do you know they have kickplates? The doors are open, you can't see them, and you'd never kick a fucking elevator door open because they weigh so much and are so bulky.

---

Subject: Renegade Alert Missile Silo  
Posted by [Deafwasp](#) on Thu, 01 Apr 2004 22:28:32 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I dont know what im talking about proolly, but methinks ACK messed up and is just saying he intended to make it different.

---

Subject: Renegade Alert Missile Silo  
Posted by [maytridy](#) on Thu, 01 Apr 2004 22:30:24 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

No...I just realized that that's the floor and the opposite wall, not the door with a kickplate. A lot of other people saw that as a closed door, not the hallway outside of the elevator.

So, nevermind then. Sorry about that. :oops:

---

Subject: Renegade Alert Missile Silo  
Posted by [OrcaPilot26](#) on Thu, 01 Apr 2004 23:01:59 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

hmmmm, It needs some sort of control room, maybe with one of those large primitive computers that calculates the trajectory of the missile.

---

Subject: Re: Renegade Alert Missile Silo  
Posted by [blackhand456](#) on Fri, 02 Apr 2004 03:28:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Quote:Every five minutes, the Missile Silo spawns an A-Bomb Signal Flare. It's powerful enough to destroy the entire enemy base if placed so that its 150 meter blast range will encompass the base.

dont you think 5 minutes is a little too short?

The control panel would be a good idea but wuts the use of it??? It would jus be there.

---

I think it looks good except for small details like the elevator door.

---

---

Subject: Renegade Alert Missile Silo  
Posted by [Gernader8](#) on Fri, 02 Apr 2004 04:34:07 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

maytridyNo...I just realized that that's the floor and the opposite wall, not the door with a kickplate. A lot of other people saw that as a closed door, not the hallway outside of the elevator.

So, nevermind then. Sorry about that. :oops:

\*cocks head to the left\*.....OHHHH It does look like the floor! :shocked:

---

---

Subject: Renegade Alert Missile Silo  
Posted by [Deafwasp](#) on Fri, 02 Apr 2004 11:48:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

wow, you guys have no vision, you didnt notice the rays of light on the floor and the perspective of the angles? Oh, and that big star on the door... I am gunna have to see it when its in-game cause from this distance it looks funky. Would they have such elaborate doors in a silo?

---

---

Subject: Renegade Alert Missile Silo  
Posted by [Oblivion165](#) on Fri, 02 Apr 2004 18:47:39 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Looks great, but how is it going to be added to renalert? from what im told there are tons of un-released buildings and such. I guess an update is in order.

---

---

Subject: Renegade Alert Missile Silo  
Posted by [Sir Phoenixx](#) on Fri, 02 Apr 2004 21:20:10 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Thank you captain obvious. :rolleyes:

It's going to be added to RenAlert in the next patch, duh.

---

---

Subject: Renegade Alert Missile Silo  
Posted by [Oblivion165](#) on Sat, 03 Apr 2004 02:52:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

well yeah....

but are the existing maps going to be changed to add the new buildings

---