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Subject: Re: How's Renegade lately?  
Posted by [dblaney1](#) on Thu, 30 Nov 2017 23:48:04 GMT  
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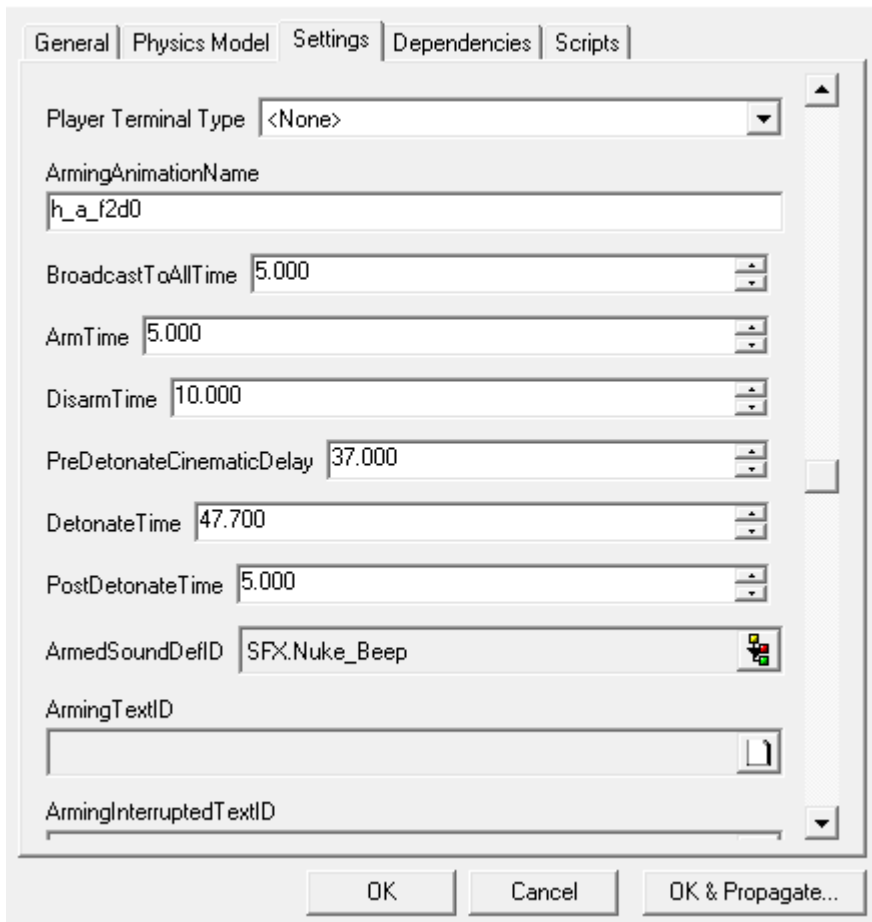
Its not just as long as the original nukes. They take 47.7 to detonate in stock.

## File Attachments

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1) [nuketime.PNG](#), downloaded 1623 times

Edit object



The screenshot shows a dialog box titled "Edit object" with a "Settings" tab selected. The dialog contains several fields and controls for configuring a nuke object:

- Player Terminal Type:** A dropdown menu set to "<None>".
- ArmingAnimationName:** A text field containing "h\_a\_f2d0".
- BroadcastToAllTime:** A numeric field set to "5.000".
- ArmTime:** A numeric field set to "5.000".
- DisarmTime:** A numeric field set to "10.000".
- PreDetonateCinematicDelay:** A numeric field set to "37.000".
- DetonateTime:** A numeric field set to "47.700".
- PostDetonateTime:** A numeric field set to "5.000".
- ArmedSoundDefID:** A dropdown menu set to "SFX.Nuke\_Beep".
- ArmingTextID:** An empty text field with a small icon to its right.
- ArmingInterruptedTextID:** An empty text field with a dropdown arrow to its right.

At the bottom of the dialog are three buttons: "OK", "Cancel", and "OK & Propagate...".