Subject: Renegade Alert Submarine In-Game Video
Posted by Aircraftkiller on Sun, 30 May 2004 22:53:04 GMT
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http://dynamic6.gamespy.com/~renalert/forum/index.php?showtopic=2069

Subject: Renegade Alert Submarine In-Game Video
Posted by Demolition man on Sun, 30 May 2004 23:05:07 GMT
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I just wonder why you didn't get out the sub? Not possible b/c you die in the water?

If you can make this you could also add swimming...

Subject: Renegade Alert Submarine In-Game Video
Posted by Aircraftkiller on Sun, 30 May 2004 23:15:12 GMT
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You can get out, but you just die, so there wasn't a point in it.

Subject: Renegade Alert Submarine In-Game Video
Posted by Nodbugger on Sun, 30 May 2004 23:16:48 GMT
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Will that dock heal the sub?

Subject: Renegade Alert Submarine In-Game Video
Posted by Vitaminous on Sun, 30 May 2004 23:19:56 GMT
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I'm mirroring it:
http://www.viodesigns.net/thriller/downloads/RAVideoSub.zip

Subject: Renegade Alert Submarine In-Game Video
Posted by z310 on Sun, 30 May 2004 23:26:20 GMT
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So am i...

www.apocmedia.com/whore/RAVideoSub.zip

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should be done by now also i will upload it onto a different server later when i do that im gonna delete this one

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Subject: Renegade Alert Submarine In-Game Video
Posted by Renx on Sun, 30 May 2004 23:32:12 GMT
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Demolition manI just wonder why you didn't get out the sub? Not possible b/c you die in the water?

If you can make this you could also add swimming...

We don't want to add swimming, maybe the ability to swim a few feet to shore, but not across large bodies of water.

Subject: Renegade Alert Submarine In-Game Video
Posted by z310 on Sun, 30 May 2004 23:48:34 GMT
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Do i sence lazyness

Subject: Renegade Alert Submarine In-Game Video
Posted by IRON FART on Sun, 30 May 2004 23:50:49 GMT
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RenxDemolition manI just wonder why you didn't get out the sub? Not possible b/c you die in the water?

If you can make this you could also add swimming...

We don't want to add swimming, maybe the ability to swim a few feet to shore, but not across large bodies of water.
What about Tanya?

Subject: Renegade Alert Submarine In-Game Video
Posted by Aircraftkiller on Sun, 30 May 2004 23:55:29 GMT
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No. The Naval Transports are there for transport across water. Swimming will not be implemented, it circumvents the need for a Naval Transport.

Subject: Renegade Alert Submarine In-Game Video
Posted by mahkra on Mon, 31 May 2004 00:18:14 GMT
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the bubbles look kinda cool, but should they really be there?

cavitation (bubbles of water vapor forming in the water) occurs because the pressure on the back of the prop blade is so low that the water boils. but this is a really bad thing, because when the bubbles collapse, it makes lots of noise, reduces the prop's efficiency, and damages the propeller. therefore, propellers are designed to avoid cavitation.

cavitation is a particularly severe problem on naval vessels, especially submarines, because the noise from the bubbles makes the vessels show up VERY easily on sonar (which is obviously something one would want to avoid).

because props are designed to avoid cavitation (and have been since WWII), it generally only occurs when a propeller is damaged or is being used improperly (such as a propeller that is much too small for the engine).

you may want to leave the bubbles in anyway if you like the way it looks, but any submarine that actually made that many bubbles would be a sitting duck in any actual naval battle.

Subject: Renegade Alert Submarine In-Game Video
Posted by Aircraftkiller on Mon, 31 May 2004 00:39:48 GMT
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Except there is no sonar (unless you count the Sonar Pulse that we're not implementing) in RA, and the propellers don't take damage from cavitation. It's there for the effect.

Subject: Renegade Alert Submarine In-Game Video
Posted by mahkra on Mon, 31 May 2004 00:54:37 GMT
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i'm not trying to say that you need to get rid of the bubbles. they do look kinda cool, after all. i just thought you should know that they're unrealistic, in case that mattered to you.

(personally i don't really think realism matters all that much in video games though, and i do think the bubbles make a neat effect.)

Subject: Renegade Alert Submarine In-Game Video
Posted by TnTANDY on Mon, 31 May 2004 01:39:23 GMT
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Very Very Nice

This could be the next Renegade 2   (in some respect)

Subject: Renegade Alert Submarine In-Game Video
Posted by Demolition man on Mon, 31 May 2004 11:56:23 GMT
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RenxDemolition manI just wonder why you didn't get out the sub? Not possible b/c you die in the water?

If you can make this you could also add swimming...

We don't want to add swimming, maybe the ability to swim a few feet to shore, but not across large bodies of water.then add you can swim for a few feet. It is stupid you can't get out. Or can you make it if you get out you spawn on top off the sub and you can jump from there on top off the shore

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Subject: Renegade Alert Submarine In-Game Video
Posted by Blazer on Mon, 31 May 2004 12:07:47 GMT
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Would you "get out" of a real sub while it is underwater?

Subject: Renegade Alert Submarine In-Game Video
Posted by Demolition man on Mon, 31 May 2004 12:32:16 GMT
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BlazerWould you "get out" of a real sub while it is underwater? I nver said underwater. But you could get out on the same place as you got in.

Subject: Renegade Alert Submarine In-Game Video
Posted by Infinint on Mon, 31 May 2004 12:49:08 GMT
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Will the navel transports be able to transport vehicals?