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Subject: Re: Post-placement beacon effects

Posted by [Starbuzz](#) on Tue, 23 Oct 2007 17:08:12 GMT

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Angelobianco wrote on Tue, 23 October 2007 09:01: Excuse me, but from when i played Renegade the first time i had that question: why the weather changes when i place targeting beacons for superweapons? Why when i place the GDI or Nod one it either start storming or the sky darkens and turn red? I would appreciate every comments.

It's definitely a cool effect but to be more scientific, we can theorize that the Ion cannon beam creates enough disturbances in the weather to alter the weather. While this may not be the case in real-life, at least this provides a basis for the storms/rain we see before a strike in Renegade.

The same cannot be said of the Nod nuclear strike though. Unless the nuclear missile is an "air burst" type warhead, no visual atmospheric changes can be seen beforehand. Eitherway, the detonation causes the atmospheric changes.

But since the nuclear stike in Renegade detonates at an estimated height of 100 feet above ground-level, it is completely fictional that you can see atmospheric changes beforehand. Therefore, it is for the pure "eye candy" effect.

NOTE: As with any game, there is a long-list of weird things that defy physics and logic in Renegade.

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