
Subject: Re: Nuclear Weapon Launched!
Posted by [ErroR](#) on Sat, 18 Apr 2009 06:55:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

R315r4z0r wrote on Sat, 18 April 2009 02:56Am I the only one here who thinks that it looks retarded?

Problems I see:

1. Why is there a red light pulsating through the entire model every two seconds? It would make sense if the circuit board had that effect... but not the entire model.
2. What's the point of the laser on the dish? The point of a dish is to send and receive signals, not pinpoint and designate a target or position.

If you were going for the idea that the laser would guide the missile to the beacon then you are mistaken. The way that works is that the missile would hit the TARGET of the laser, not the source of it. If you wanted to make it hit the source, then it should have been a flashing strobe light.

But even more over, the missile doesn't need any physical guides to reach the beacon, or else it wouldn't need the signal dish on the beacon. The latitude and longitude are most likely transmitted digitally for the missile to read and locate on its own.

3. Why is it constantly open? It should only up when you deploy it... that's why it has the ability to do so.
4. This can obviously be used as a cheat.

the reason it's open, is that the nuke has only a deployed model and a back model, when the ion has deployed closed and back. (also reborn nuke has a closed one too)
