
Subject: Re: How's Renegade lately?
Posted by [dblaney1](#) on Thu, 30 Nov 2017 23:48:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Its not just as long as the original nukes. They take 47.7 to detonate in stock.

File Attachments

1) [nuketime.PNG](#), downloaded 1515 times

Edit object

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

- 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...".