
Subject: Question about the Nuke Strike and Ion Cannon

Posted by [jonwil](#) on Fri, 12 Dec 2003 12:15:08 GMT

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Which of the various presets labeled "nuke" and "ion" are actually used for them as implemented in the final version of renegade?

Specificly, do either of them use any cinematics? And, do the scripts M00_NukeStrike_Anim and M00_Ion_Cannon_Sound get used or not?
