
Subject: Renegade Alert Submarine Test #2
Posted by [Aircraftkiller](#) on Sun, 30 May 2004 02:43:27 GMT
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Work is progressing great on Submarines. They dive, surface, and fire Torpedoes. The screen turns a watery color when you dive underwater.

You can only hit Allied boats by surfacing, since the torpedoes launch in a straight line. They can, and will, drop Depth Charges on you to retaliate.

The Submarine propeller cavitates, a Navy term for "creates air bubbles", due to the speed of the propeller in water that isn't dense enough to prevent air from being released.

Keep in mind, that is a simple test level and isn't anything representative of the final product.

Subject: STOP SPAMMING THE RENEADE MOD FOURMS WITH YOUR UPDATES!
Posted by [NeoX](#) on Sun, 30 May 2004 03:02:27 GMT
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If we want to read your news we will go to your site. And your fourms.

Subject: Renegade Alert Submarine Test #2
Posted by [CnCsoldier08](#) on Sun, 30 May 2004 03:23:39 GMT
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If you don't want to see his news then why dont you not visit this topic, huh genius.

It looks great Aircraftkiller.

Subject: Renegade Alert Submarine Test #2
Posted by [Sir Phoenixx](#) on Sun, 30 May 2004 03:26:30 GMT
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Don't you have anything better to do than trolling around the forums trying to start fights? :rolleyes:

The purpose of this forum is to post updates about and talk about mods/maps (and to get help/a

team/etc.), I don't see you bitching about the mappers and other modders posting updates in this forum.

Subject: Renegade Alert Submarine Test #2
Posted by [NeoX](#) on Sun, 30 May 2004 03:53:17 GMT
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I apologise.

Subject: Renegade Alert Submarine Test #2
Posted by [Spice](#) on Sun, 30 May 2004 06:00:01 GMT
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That is great looking , cant wait to try it out in .993
