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Subject: Renegade Alert In-Game Submarine Video  
Posted by [Aircraftkiller](#) on Sun, 30 May 2004 22:57:06 GMT  
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<http://dynamic6.gamespy.com/~renalert/forum/index.php?showtopic=2069>

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Subject: Renegade Alert In-Game Submarine Video  
Posted by [Tidu](#) on Sun, 30 May 2004 23:21:35 GMT  
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That's awesome... underwater submarine battles >: )

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Subject: Renegade Alert In-Game Submarine Video  
Posted by [SuperFlyingEngi](#) on Sun, 30 May 2004 23:40:21 GMT  
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Is there any way to make the submarine's propellor not cavitate while it's just sitting still?

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Subject: Renegade Alert In-Game Submarine Video  
Posted by [Spice](#) on Mon, 31 May 2004 00:41:48 GMT  
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Yes there is but now that ive seen the video i dont really know what they want to do with it but it looks great either way. Excellent video .. though what happens when you get out , you die?

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Subject: Renegade Alert In-Game Submarine Video  
Posted by [maytridy](#) on Mon, 31 May 2004 00:53:22 GMT  
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The screen takes a few seconds to turn blue after submerging underwater...will this be fixed?

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Subject: Renegade Alert In-Game Submarine Video  
Posted by [Aircraftkiller](#) on Mon, 31 May 2004 00:58:39 GMT  
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It takes less than a second.

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Subject: Renegade Alert In-Game Submarine Video

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Posted by [maytridy](#) on Mon, 31 May 2004 01:34:31 GMT

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Well, it may be less than a second, but it's really noticeable in the video, and needs some attention.

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Subject: Renegade Alert In-Game Submarine Video

Posted by [exnyte](#) on Mon, 31 May 2004 01:45:54 GMT

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Or you should be happy it's implemented at all, and quit your nit-picking.

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Subject: Renegade Alert In-Game Submarine Video

Posted by [NeoX](#) on Mon, 31 May 2004 02:08:46 GMT

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I didn't even notice the transition it is fine.

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Subject: Renegade Alert In-Game Submarine Video

Posted by [SuperFlyingEngi](#) on Mon, 31 May 2004 02:45:30 GMT

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The transistion could be a bit better but it's not really that big of an issue.

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Subject: Renegade Alert In-Game Submarine Video

Posted by [maytridy](#) on Mon, 31 May 2004 03:14:42 GMT

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Watch seconds 46-50 in the video. Doesn't the transition seem slow to you? You don't see any blue for a noticeable amount of time. Is there any way to make that instant?

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Subject: Renegade Alert In-Game Submarine Video

Posted by [Spice](#) on Mon, 31 May 2004 03:24:55 GMT

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I noticed it was a bit slow also. But not like it really matters...

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Subject: Renegade Alert In-Game Submarine Video

Posted by [Oblivion165](#) on Mon, 31 May 2004 03:27:34 GMT

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looks great, i noticed you didnt show the exit animation

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Subject: Renegade Alert In-Game Submarine Video  
Posted by [Battousai](#) on Mon, 31 May 2004 03:39:42 GMT

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who cares when the screen turns blue?

What happens if you try to exit the submarine while underwater?

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Subject: Renegade Alert In-Game Submarine Video  
Posted by [exnyte](#) on Mon, 31 May 2004 03:52:27 GMT

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AircraftkillerYou can get out, but you just die...

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