
Subject: Post-placement beacon effects

Posted by [Angelobianco](#) on Tue, 23 Oct 2007 14:01:36 GMT

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Excuse me, but from when i played Renegade the first time i had that question: why the weather changes when i place targeting beacons for superweapons? Why when i place the GDI or Nod one it either start storming or the sky darkens and turn red? I would appreciate every comments.

Subject: Re: Post-placement beacon effects

Posted by [IronWarrior](#) on Tue, 23 Oct 2007 14:04:37 GMT

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Angelobianco wrote on Tue, 23 October 2007 15:01Excuse me, but from when i played Renegade the first time i had that question: why the weather changes when i place targeting beacons for superweapons? Why when i place the GDI or Nod one it either start storming or the sky darkens and turn red? I would appreciate every comments.

It's cool.

Subject: Re: Post-placement beacon effects

Posted by [Ryu](#) on Tue, 23 Oct 2007 15:28:56 GMT

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It's cool.

Subject: Re: Post-placement beacon effects

Posted by [sadukar09](#) on Tue, 23 Oct 2007 15:45:45 GMT

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It's cool

Subject: Re: Post-placement beacon effects

Posted by [The Elite Officer](#) on Tue, 23 Oct 2007 16:00:03 GMT

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It's REALY cool

Also it is a visual reminder that hell is coming, and/or a building (hopefully) is going to be destoryed.

Nuclear Strike Beacon Deployed

"You have 30 seconds to reach minium safe distance"

"25"

"20"

"15"

"10"

"9"

"8"

"7"

"6"

"5"

"4"

"3"

"2"

"1"

"[Team][Building]has been destroyed"
-EVA

Subject: Re: Post-placement beacon effects
Posted by [Lone0001](#) on Tue, 23 Oct 2007 16:13:54 GMT
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It's SUPER COOL

Subject: Re: Post-placement beacon effects
Posted by [Herr Surth](#) on Tue, 23 Oct 2007 16:40:19 GMT
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Even dumb people without Sound notice Nukes that way.

Subject: Re: Post-placement beacon effects
Posted by [Starbuzz](#) on Tue, 23 Oct 2007 17:08:12 GMT
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Angelobianco wrote on Tue, 23 October 2007 09:01Excuse me, but from when i played Renegade the first time i had that question: why the weather changes when i place targeting beacons for superweapons? Why when i place the GDI or Nod one it either start storming or the sky darkens and turn red? I would appreciate every comments.

It's definitely a cool effect but to be more scientific, we can theorize that the Ion cannon beam creates enough disturbances in the weather to alter the weather. While this may not be the case in real-life, at least this provides a basis for the storms/rain we see before a strike in Renegade.

The same cannot be said of the Nod nuclear strike though. Unless the nuclear missile is an "air burst" type warhead, no visual atmospheric changes can be seen beforehand. Eitherway, the detonation causes the atmospheric changes.

But since the nuclear stike in Renegade detonates at an estimated height of 100 feet above ground-level, it is completely fictional that you can see atmospheric changes beforehand. Therefore, it is for the pure "eye candy" effect.

NOTE: As with any game, there is a long-list of weird things that defy physics and logic in Renegade.

Subject: Re: Post-placement beacon effects
Posted by [Angelobianco](#) on Tue, 23 Oct 2007 17:23:27 GMT
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No cool, it seems fearing. But the sky turning red is a thing saw before in Red Alert, taken from the Yuri Superweapon, so it must be a psychological effect. Even a Scud sometimes could have that effect when falling, cause the nitric acid oxidant leak. And about the airbust question, Renegade has ancient physics, what we can do more realistic with Tiberium Wars, for example. An airbust missile trigs its warhead several miles UP.

Subject: Re: Post-placement beacon effects
Posted by [Cunin](#) on Tue, 23 Oct 2007 18:33:39 GMT
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sadukar09 wrote on Tue, 23 October 2007 10:45It's cool
it's spam

btw, finally another italian around!
Ciao!!

Subject: Re: Post-placement beacon effects
Posted by [sadukar09](#) on Tue, 23 Oct 2007 19:14:55 GMT
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Why quote me and not Ryu?

Subject: Re: Post-placement beacon effects
Posted by [BlueThen](#) on Tue, 23 Oct 2007 19:49:17 GMT
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It's cool.

Subject: Re: Post-placement beacon effects
Posted by [Spoony](#) on Tue, 23 Oct 2007 20:06:31 GMT
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how do you get mutants in a ladder game?

Subject: Re: Post-placement beacon effects
Posted by [Starbuzz](#) on Tue, 23 Oct 2007 20:22:03 GMT
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sadukar09 wrote on Tue, 23 October 2007 14:14Why quote me and not Ryu?

lol

Spoony wrote on Tue, 23 October 2007 15:06how do you get mutants in a ladder game?

Someone is going to tell me how to do that...IF I run into them in-game.

Subject: Re: Post-placement beacon effects
Posted by [Carrierll](#) on Tue, 23 Oct 2007 20:59:46 GMT
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Starbuzz wrote on Tue, 23 October 2007 18:08

....

NOTE: As with any game, there is a long-list of weird things that defy physics and logic in Renegade.

Such as driving through walls, Structures that don't fragment if you hit them with shells on the outside, provided an engi shoots a terminal, falling through the map etc.

Subject: Re: Post-placement beacon effects
Posted by [Cunin](#) on Wed, 24 Oct 2007 16:12:40 GMT
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sadukar09 wrote on Tue, 23 October 2007 14:14Why quote me and not Ryu?
because your spam>everyone else's spam

Subject: Re: Post-placement beacon effects
Posted by [Angelobianco](#) on Wed, 24 Oct 2007 16:34:19 GMT
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Do not spam, it's illegal, try to explain the beacon effects instead.

Subject: Re: Post-placement beacon effects
Posted by [Matix101](#) on Thu, 25 Oct 2007 20:05:12 GMT
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Spam is legal, otherwise they wouldn't sell it in grocery stores..

Subject: Re: Post-placement beacon effects
Posted by [Angelobianco](#) on Fri, 26 Oct 2007 13:04:58 GMT
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Eh eh eh i meant email spam, not canned food.

Subject: Re: Post-placement beacon effects
Posted by [AoBfrost](#) on Fri, 26 Oct 2007 13:08:43 GMT
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Because, such a beam breaks through the ozone layer of the of the earth and evaporates the water within the clouds it passes by, the water is then sent to clouds higher, and when too much water is stored into them, they release a short ammount of rain...

The nuke...it just happens to be a sun set whenever the nuke launches xD

Subject: Re: Post-placement beacon effects
Posted by [Angelobianco](#) on Fri, 26 Oct 2007 13:39:48 GMT
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Eh eh eh we could need it...ozone layer...sounds good today in our polluted atmosphere. Good explanation, but the nuke one still doesn't make sense.

Subject: Re: Post-placement beacon effects
Posted by [nikki6ixx](#) on Fri, 26 Oct 2007 20:31:33 GMT
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The Red Sky is likely a reference to the movie "Red Dawn" , which featured Patrick Swayze...

Subject: Re: Post-placement beacon effects
Posted by [Angelobianco](#) on Sat, 27 Oct 2007 08:14:57 GMT
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...still i don't make sense of this strange phenomena... ballistic missiles falling down on their targets should leave the sky clear. Their nuclear warhead is the only thing that can turn the sky colour, because of the fallout. But before the warhead has triggered...

Subject: Re: Post-placement beacon effects
Posted by [nopol10](#) on Sat, 27 Oct 2007 08:33:21 GMT
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It's a game, those are just effects.

Subject: Re: Post-placement beacon effects
Posted by [_SSnipe_](#) on Sun, 28 Oct 2007 08:13:39 GMT
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ITS A NUKE SHOULD TURN SKY GREEN!

Subject: Re: Post-placement beacon effects
Posted by [Angelobianco](#) on Sun, 28 Oct 2007 10:46:29 GMT
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Try not to write the entire text in capital letters... however it doesn't seem the Nod effect. You may be referring to the Baikonur nuke, but it is another game, not Renegade.

Subject: Re: Post-placement beacon effects
Posted by [Angelobianco](#) on Fri, 02 Nov 2007 14:16:19 GMT
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There seems to be no more explanations to this, so the topic can be closed.
