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Subject: Unknown Object?

Posted by [Anonymous](#) on Sat, 23 Mar 2002 19:40:00 GMT

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I was playing Mission 10: Tomorrow's Technology Today and found something next to the NOD Airstrip. I'm not sure what it is but it seems to be something that is supposedly to be interactive. What is it? I took 12 snapshots of this thing from different angles. Check it out and tell me what you think. <http://www.angelfire.com/games3/zeroalpha/renegade/index.html>

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Subject: Unknown Object?

Posted by [Anonymous](#) on Sat, 23 Mar 2002 20:29:00 GMT

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It has a health bar so that indicates that it could possibly be destroyed. Have you tried shooting it? My only other guess is that maybe that you are targeting something that is on the other side. You know when you target an enemy and they run behind a rock or wall and the rectangle is still there? I can't remember the map exactly but as I recall, behind the area you have photographed is where the UFO is located. Maybe you are targeting that but it is only a theory. Good luck figuring it out.

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Subject: Unknown Object?

Posted by [Anonymous](#) on Sat, 23 Mar 2002 20:52:00 GMT

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If you have looked at all the pictures, it's not something that's behind something. It's the real thing. People theorized that it was me pointing at the bunker, rock, or wall. So I took more pictures to disprove that theory. Now, you can see that it's not that... but at different angles. Check all 12 pictures first before posting another review. Thanks.

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Subject: Unknown Object?

Posted by [Anonymous](#) on Sat, 23 Mar 2002 21:04:00 GMT

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Are all the screens of the same "object"? Because none of them look alike. The "object" seems to be shot at many different places. For instance, one shot shows it on the center of the airstrip and another is shown against the dirt wall which is where most of them seem to have been taken. Also what I find odd is that the rectangle changes size alot. I know this happens when you move around, but the rectangles in these pictures change size more than normal. I don't have any idea as to what it could be. But now I am eager to find out. I think I will play through that level and come back with my thoughts and ideas. In the meantime, try posting this in the general forums. It will get much more feedback there.

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Subject: Unknown Object?

Posted by [Anonymous](#) on Sat, 23 Mar 2002 21:12:00 GMT

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Yes, they are all of the same object. Remember, something is there... just not visible. When I move around, the shape and size changes meaning it's probably wide from one angle but narrow from another angle. Know what I mean? Also, you can actually stand in its spot and look up and still have your cross-hair on it. When cross-hair becomes green, it's actually being targeted. Try it.

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Subject: Unknown Object?

Posted by [Anonymous](#) on Sat, 23 Mar 2002 21:58:00 GMT

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It looks like a entrance to underground complex that was covered by snow or sand...

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Subject: Unknown Object?

Posted by [Anonymous](#) on Sun, 24 Mar 2002 03:15:00 GMT

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erm... is it just me or does that link not work anymore...?

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Subject: Unknown Object?

Posted by [Anonymous](#) on Sun, 24 Mar 2002 04:00:00 GMT

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It's an SSM - at least it should be. Normally there is one standing there but you might be experiencing a bug, probably an invalid address code.

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Subject: Unknown Object?

Posted by [Anonymous](#) on Sun, 24 Mar 2002 05:25:00 GMT

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quote:Originally posted by Devon:It's an SSM - at least it should be. Normally there is one standing there but you might be experiencing a bug, probably an invalid address code.How do you know?

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Subject: Unknown Object?

Posted by [Anonymous](#) on Sun, 24 Mar 2002 05:41:00 GMT

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its back to working now...

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Subject: Unknown Object?

Posted by [Anonymous](#) on Sun, 24 Mar 2002 05:51:00 GMT

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i know what it is ...its a bug i happens when something is ordered from the airstrip but at that time the airstrip is destroyed.sometimes u see this in mp to ... then u see a invisible harvy

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Subject: Unknown Object?

Posted by [Anonymous](#) on Sun, 24 Mar 2002 06:20:00 GMT

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I know it's an SSM because when I play the mission on my computer there is an SSM in that exact spot.

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Subject: Unknown Object?

Posted by [Anonymous](#) on Sun, 24 Mar 2002 07:02:00 GMT

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Now that I think about it, I believe that it is also the SSM.But I do still find it kind of strange.....In some photos the rectangle is short and wide....in others, narrow and tall.

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Subject: Unknown Object?

Posted by [Anonymous](#) on Sun, 24 Mar 2002 07:06:00 GMT

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After examining the pictures thoroughly for the 5th time with the thought of it being an SSM.....I now fully believe that that is what is being photographed.An SSM.....heh, I should have known that.

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Subject: Unknown Object?

Posted by [Anonymous](#) on Sun, 24 Mar 2002 07:32:00 GMT

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i think its an ssm to... but thats not my problem. scince u have gotten to the tenth level, can u tell mw how u rescu Mobius? i think i know where he is , but i need a level3 security card, and i dont know where that is.can u help me?

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Subject: Unknown Object?

Posted by [Anonymous](#) on Sun, 24 Mar 2002 15:33:00 GMT

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Mobius? Which level you talking about? Mission 9? If that's what you are talking about, then I don't remember. If you complete all objectives as said, you should get that keycard.

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Subject: Unknown Object?

Posted by [Anonymous](#) on Mon, 25 Mar 2002 01:19:00 GMT

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After Further Review..... It is determined that there is inconclusive evidence, and the play will stand. GDI will get the ball half the distance to the goal line and first down. NoD will lose a time out.

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Subject: Unknown Object?

Posted by [Anonymous](#) on Mon, 25 Mar 2002 01:52:00 GMT

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NoD? That was a new way to write it wrong. It's Nod.

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Subject: Unknown Object?

Posted by [Anonymous](#) on Mon, 25 Mar 2002 06:09:00 GMT

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hey chronos27 how did you do the flame trohwer and the sniper smiley's??

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Subject: Unknown Object?

Posted by [Anonymous](#) on Mon, 25 Mar 2002 22:01:00 GMT

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Dangerll, go to this site, they have a bunch of them. <http://www.stopstart.fsnet.co.uk/smilie/> when the page loads, you can click on a title, or hit parent directory to go to the home page. And to Devon: correction noted, thanks.

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Subject: Unknown Object?

Posted by [Anonymous](#) on Tue, 26 Mar 2002 04:58:00 GMT

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THNX man            this is cool i hope they work

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Subject: Unknown Object?

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Posted by [Anonymous](#) on Tue, 26 Mar 2002 05:37:00 GMT

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quote:Originally posted by ToyMan69X:I was playing Mission 10: Tomorrow's Technology Today and found something next to the NOD Airstrip. I'm not sure what it is but it seems to be something that is supposedly to be interactive. What is it?I took 12 snapshots of this thing from different angles. Check it out and tell me what you think.

<http://www.angelfire.com/games3/zeroalpha/renegade/index.html>is ur system laggy? if it is so it might be ur humm vee status box hope u get what i mean

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Subject: Unknown Object?

Posted by [Anonymous](#) on Tue, 26 Mar 2002 08:09:00 GMT

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quote:Originally posted by Devon:I know it's an SSM because when I play the mission on my computer there is an SSM in that exact spot.yup, i had that too...in my 'version' its engine was somking, so i guess i was on time ^\_^what kind of punch does the ssm pack anyway?

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Subject: Unknown Object?

Posted by [Anonymous](#) on Tue, 26 Mar 2002 10:02:00 GMT

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LOL.. i first though you were talking about that ufo in general.. becasue when i was going though the game files there are sounds for bonus missionsbut yes.. thats a SSM.. it was on my screen when i went therealso.. how the hell do you do the last mission. i get down a level or 2 before the defences come online and have tracked me.. but by then there are troopers everywhere and in the end im just full of holes

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Subject: Unknown Object?

Posted by [Anonymous](#) on Tue, 26 Mar 2002 11:52:00 GMT

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Yes, there are a few SSMs there but not in this spot. This spot is right next to the Airstrip tower. It's a few feet to the right of the tower if you are facing the wall. I thought it was lagging, which is why I drove my hummer far away as possible and took snapshots from many different angles. Also, this looks too big to be a SSM. I'm hoping it has something to do with a secret mission or something. Maybe we have to accomplish specific tasks to open a doorway to a secret mission? Perhaps, you have to hold specific keys before approaching the target. I remember C&C:Tiberium Dawn... C&C.EXE FUNPARK would get you the secret dinosaur mission. Hold ALT when pressing on the right speaker in Red Alert gets you the secret giant ant missions. I hope this is related. I've already contacted WW and they haven't replied... isn't that odd?

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Subject: Unknown Object?

Posted by [Anonymous](#) on Tue, 26 Mar 2002 11:55:00 GMT

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In reply to your post regarding the last mission, there are cameras all over the place. Destroying them can help you avoid enemy reinforcements. If you're talking about the lower-lower level where you're in a big gameroom with 4 doors (2 are locked). Going in either of the 2 unlocked doors will automatically bring 3 to 4 enemies back in the same room. I don't think it can be avoided. In a way, it's good... cuz you can come back and kill them carefully for powerups and reloads.

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Subject: Unknown Object?

Posted by [Anonymous](#) on Tue, 26 Mar 2002 15:18:00 GMT

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There's also something that looks like that in an earlier mission - blank box. It's in the library in mission where you rescue sydney. I clicked on it and it opened a secret door to a cache (with two of the ceiling guns in there). So click on it and you might get something good...I haven't gotten to your mission yet though, so can't offer you more... Too much multiplayer time hehe

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Subject: Unknown Object?

Posted by [Anonymous](#) on Tue, 26 Mar 2002 19:43:00 GMT

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ok my turn to try my image

LOL couldnt leave this 1 out lol

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Subject: Unknown Object?

Posted by [Anonymous](#) on Wed, 27 Mar 2002 03:08:00 GMT

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Yes, I understand what you're talking about. That was because of something that was behind the wall. In my situation with Mission 10, it was something in the middle of the field. I could walk around it and see its shape and size change. I did try everything I could think of. When you are within targeting range, the targeting rectangle will appear with its health bar. Your cross-hair will be gray. When you actually target it, the cross-hair will turn green. That means you can either shoot at it or perform an action using the 'E' key. Well, I tried both and more. I tried using the action key, shooting at it with every weapon I could find. (I actually emptied out my whole ammunition on that \*\*\*\* thing!), and drove through it with my Hummer and Mammoth. I also walked around it in circles to check whether it was something behind something, but it wasn't. It's just something sitting there.

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