
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?

Subject: Question about the Nuke Strike and Ion Cannon

Posted by [General Havoc](#) on Fri, 12 Dec 2003 17:00:51 GMT

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I think the RenAlert team may be able to answer this one, or at least some of it as I have no idea.

Subject: Question about the Nuke Strike and Ion Cannon

Posted by [\[REHT\]Spirit](#) on Fri, 12 Dec 2003 17:45:20 GMT

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Ah! The great one seeks yet more light! And that light I shall give!!! Because I have new batterys!for i have struggled lots over beacons!! Mainly because there are so many danged presets used.....

Anyhow, Ion Cannon and Nuke Beacons use:

Objects->Cinematic->Beacon_Animations->Beacon_Ion_Cannon->Beacon_Ion_Cannon_Anim_Post

Objects->Cinematic->Beacon_Animations->Beacon_Ion_Cannon->Beacon_Ion_Cannon_Anim_Pre

Objects->Cinematic->Beacon_Animations->Beacon_Nuke_Strike->Beacon_Nuke_Strike_Anim_Post

Objects->Cinematic->Beacon_Animations->Beacon_Nuke_Strike->Beacon_Nuke_Strike_Anim_Pre

The presets in Object->Beacon are also used. As well as Projectile and Weapon presets. There are one or 2 Ion Cannon/Nuke Strike presets that aren't use, I think they're in the Simple area.

Subject: Question about the Nuke Strike and Ion Cannon

Posted by [Deactivated](#) on Fri, 12 Dec 2003 19:32:26 GMT

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[REHTSpirit]

Objects->Cinematic->Beacon_Animations->Beacon_Nuke_Strike->Beacon_Nuke_Strike_Anim_P
rearen't use, I think they're in the Simple area.

I guess they work like regular beacons, but don't have countdown for them.

Subject: Question about the Nuke Strike and Ion Cannon
Posted by [\[REHT\]Spirit](#) on Fri, 12 Dec 2003 20:14:48 GMT
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The countdown settings are in Object->Beacon , the above is the list of presets for the Post and Pre animations (ion build up, etc) of the beacon and it's strike.
