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Subject: Renegade Alert Missile Silo  
Posted by [Aircraftkiller](#) on Wed, 31 Mar 2004 19:39:15 GMT  
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Finished it off today. Took a good two days of work to get it to the point of being done.

I'll probably add little details later, but right now this works perfect.

Every five minutes, the Missile Silo spawns an A-Bomb Signal Flare. It's powerful enough to destroy the entire enemy base if placed so that its 150 meter blast range will encompass the base.

Two floors, with an elevator heading up and down.

The bunker won't have a door on it, just an open entrance.

I also made the elevator door texture look exactly like the Red Alert cutscene of an elevator inside a Soviet Forward Command Post.

<http://dynamic6.gamespy.com/~renalert/forum/index.php?showtopic=762>

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Subject: Renegade Alert Missile Silo  
Posted by [Scythar](#) on Wed, 31 Mar 2004 19:48:59 GMT  
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Nice work. Especially the texture on lid structure covering the nuke looks awesome.

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Subject: Renegade Alert Missile Silo  
Posted by [z310](#) on Wed, 31 Mar 2004 19:55:28 GMT  
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I swear if you had the legal rights you would be able to sell this mod when it finishes.

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Subject: Renegade Alert Missile Silo  
Posted by [IRON FART](#) on Wed, 31 Mar 2004 23:15:01 GMT

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Quote:

It's powerful enough to destroy the entire enemy base if placed so that its 150 meter blast range will encompass the base.

Won't that kill the gameplay? Sounds a bit overkill to me.

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Subject: Renegade Alert Missile Silo

Posted by [Aircraftkiller](#) on Wed, 31 Mar 2004 23:22:59 GMT

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Not really, because the Missile Silo isn't armored very well. Without a Missile Silo, the A-Bomb Signal Flare won't spawn, and even with it operational; it only spawns every five minutes.

Furthermore, you have to make it into the enemy base to plant it, and actually defend it so it can go off.

So it's similar to the "end game beacon" crap from Renegade, just not ghey.

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Subject: Renegade Alert Missile Silo

Posted by [terminator 101](#) on Thu, 01 Apr 2004 00:00:28 GMT

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Why "end game beacon crap", and why it is "ghey"?

Is it because there is no building for the ion cannon and the nuke? That does not make it too weird.

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Subject: Renegade Alert Missile Silo

Posted by [\[A-I\]NastyDead](#) on Thu, 01 Apr 2004 01:00:15 GMT

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Yeah because they're become for remote missile silos or orbital laser cannons.

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Subject: Renegade Alert Missile Silo

Posted by [Vitaminous](#) on Thu, 01 Apr 2004 01:26:17 GMT

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Hey, you forgot to mention that they can also come in thousands.

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Subject: Renegade Alert Missile Silo  
Posted by [LionDEN](#) on Thu, 01 Apr 2004 02:45:46 GMT  
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Nice work ACK...as usual.

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Subject: Renegade Alert Missile Silo  
Posted by [Beanyhead](#) on Thu, 01 Apr 2004 03:13:20 GMT  
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LionDENNice work ACK...as usual.

Yay! It's Lion!!

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Subject: Renegade Alert Missile Silo  
Posted by [z310](#) on Thu, 01 Apr 2004 04:06:02 GMT  
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LOL, aprime

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Subject: Renegade Alert Missile Silo  
Posted by [lmdgr8one](#) on Thu, 01 Apr 2004 04:08:22 GMT  
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BeanyheadLionDENNice work ACK...as usual.

Yay! It's Lion!!  
Yay! It's Beanyhead!!

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Subject: Renegade Alert Missile Silo  
Posted by [cowmisfit](#) on Thu, 01 Apr 2004 23:30:02 GMT  
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LionDENNice work ACK...as usual.

\*Bows at feet\* DA LION

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Subject: Renegade Alert Missile Silo  
Posted by [Jorge](#) on Sat, 03 Apr 2004 12:01:17 GMT  
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Great work!

Questions: Will the A-bomb Silo be offline when the base experiences low power? Have you changed the HP of the signal flare any, or made it faster/slower in the disarm time? Will the Animation stay the same, i.e. will there be a kind of white flash like in Red Alert? Will the Demolition Truck have this same size explosion or current .9925 explosion? Will the Missile Silo have a MCT?

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