quote:Originally posted by illusive:If there is no repair bay in order to promote teamwork, then remeber that repairs from the repair bay cost. If this was used in Renegade then it would still be more advantageous to have an engy/Tech/hotwire repair you. (So you didn't have to trawl all the way back to base in your slow-ass mammoth, and didn't have to pay for it.)Possibly people might park on the repair bay and try to defend the base from it, thus unintentionaly depriving other team-mates from using it, but couldn't you make it so that there was a time frame in which you could re-use the bay, and when you're done repairing, your vehicle auto-drives off it like it does with the factory/airstrip?Just a few thoughtsyeah, you should park it, get '' ejected' automatically, however, your tank will be repaired faster then by techs AND WITHOUT THE CHANCE OF GETTING IT STOLEN.another alternative is off course make it lake mission 4 in the campaign, drive the tank on a elevator, then it goes down, from which engineers/techs have a safe place to work, for mp games, i think it should do without the elevator.of course, the disadvantage is that if the structure is destroyed, so will the vehicle getting epairs will be