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Subject: Two-Way Tanks?

Posted by [Burn](#) on Tue, 22 Feb 2005 19:32:15 GMT

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I've been recently contemplating over a way to make GDI and Nod allies. Meaning, the Nod base defences will not fire at GDI, and vise versa. I've yet to figure this out, and I'm realizing it can't be done. (I was already told it's not possible, but I tried everything I could to be sure.)

So now, being hardheaded, I'm trying to find a way to allow members from each team to get into a vehicle, regardless if the vehicle is not of their TeamType. In addition to that, the base defences of either team will not shoot at the vehicle if the driver is of the designated TeamType. However, this feature only works with one modified vehicle, and will not work with any other standard GDI or Nod vehicles.

You may be wondering what purpose this would serve, and may seem useless to some people. Well, the purpose of this is for either team to have the ability to force and capture an opposing team mate into the vehicle, and return them back to the base. Then, they can imprison the enemy.

Of course, the vehicle that would be used in this occasion would have no weaponry, and it's sole purpose would be to gather opposing teammates.

I realize that the Renegade engine can't be forced like this beyond its' limitations. Though, I was simply asking in case if it were possible.

This is really just a fun but obsolete idea, nothing serious. One way I would approach this would be to try to alter the TeamType of the tank presets. I doubt that would work though (will still try it).

Anyone else have any ideas?

Thanks.

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