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Subject: Two-Way Tanks?

Posted by [Burn](#) on Wed, 23 Feb 2005 20:19:37 GMT

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Well, instead let me ask this..

When I go into the Team Purchase settings in the Commando Editor, I try to exchange the Engineer character slot with another. Of course, I have no .tga for the new one, but I'd like for it to read something else other than 'Engineer', such as, 'Prisoner' for example. Now, I changed the name for it (think I know how to do that) and I exchange the default engineer object with my custom soldier.

Though, when I go into Renegade to test and see if my 'Prisoner' slot is available for purchase, it doesn't show up. I still see 'Engineer' and when I purchase it, I still get the default Renegade free-of-cost Engineer.

Now my new question is how I would go about succeeding in doing what I said in my first paragraph. I'd like to be able to purchase my custom soldier.

Now, I think I have to take out my objects.ddb file from my map's .mix file and place it in my Renegade Data folder in order to get this to work, and then take it out after the map is done being played on. It would be nice to not have to do that, but if it's a necessity then that's OK.

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