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.

Subject: Two-Way Tanks?
Posted by Naamloos on Tue, 22 Feb 2005 19:53:42 GMT
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Maybe change 1 of the sides to mutant or civ?

I don't know for sure though... I never tried... :oops:

Subject: Two-Way Tanks?
Posted by Oblivion165 on Tue, 22 Feb 2005 20:14:22 GMT
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I did one like this once. NOD and GDI team up against Mutant soldiers. Great map, me and my

brother played on it for hours.

EDIT: You cant make the GDI weapons not hurt NOD, and hurt Mutants.

Subject: Two-Way Tanks?
Posted by Burn on Tue, 22 Feb 2005 20:29:21 GMT
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Did you really? I've been trying to accomplish that for a long time. I've tried that for so long but it never worked.

Do you think you can do me a huge favor and either send me that map somehow, or explain how you made that map?

That would be a huge help. I tried everything but nothing worked.

Subject: Two-Way Tanks?
Posted by Oblivion165 on Tue, 22 Feb 2005 20:40:50 GMT
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i dont have it anymore, that was when i still was learning how to do everything, and it was a heightfeild.

The way i had it was:

Two barracks (one nod, one gdi) in a slight pit, a nod turret in front of the building, with 3 walls around it

And the same for gdi.

So now you have this:

The black dots (Mutants) run doen the hill and you and your buddies shoot away.

EDIT: oh and i've been wanting to do this map again, it really was a lot of fun.

Subject: Two-Way Tanks?

Posted by Burn on Tue, 22 Feb 2005 20:55:27 GMT
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Heh, thanks. That's using your ingenuity.

I just wish there was a way to do this. What's making me stumble is that multiplayer practice mode where you have AI people. If only two people can be on one team with all AI on the other (no actual people), my god that would be fun.

Subject: Two-Way Tanks?
Posted by Oblivion165 on Tue, 22 Feb 2005 22:16:28 GMT
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Yeah that would be gold.

Oh and on that map i had all sorts of platforms and such to make room for everyone to stand.

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.

Subject: Two-Way Tanks?
Posted by Slash0x on Thu, 24 Feb 2005 03:51:45 GMT
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It's because you have to apply "Prisoner" to the "PCT preset", not the character.