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Subject: Re: first picture of the new sidebar  
Posted by [Chronojam](#) on Thu, 13 Jul 2006 03:17:10 GMT  
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Remember, in APB, you won't necessarily be staring at a diagram of the building on the wall when making a purchase. You will be able to, for example, stand there staring out the doorway watching a group of enemies coming before deciding which unit is best to get, and you'll be able to check your radar too; plus if you're within sight of a vehicle factory you can watch as the tanks come out and know if everybody's leaving without you, or if you can now build because they're done, or what-have-you. You'll also still be able to see your health.

Less ability to sneak up on people and start attacking them without them knowing, as they face a wall oblivious to the action around them. Plus, more like the RTS :V

If I get my way it will also still allow numbers to be used (with the possible necessity of adding a couple repeat-strokes, but nothing time consuming-- a quick multi-tap of 9 or 0), and in some cases you might end up saving time.

For example, let's say you wanted an ore truck. Right now, you run up to a wall, press E 7 3; that opens the PCT menu, takes you to the vehicle page and then selects ore truck. Instead, you'd run near a subtly marked purchase zone within the building (say, by those blueprints over there) and press E 9 8 instead. Same result, but you had your vision open the whole time and were never clearly making a purchase, so that Spy lurking nearby could neither run out and prepare to steal (he's not sure you're buying) and he couldn't start silently pistoling you (you can see your life still, and can see his blip racing towards you-- and the damage indicators flaring up if he does begin to attack).

Let's say you wanted to purchase a V2 missile launcher. You walk up near the side of the vehicle ramp, and press E 7, and out rolls a V2. That's it, just two keys, instead of E 7 3 like it used to be. Suppose you're playing a later version of APB, where you have a V2 that's available in a variety of color schemes. You're playing North by Northwest, a snowy map. Normally you'll now need to click to (or type to) the vehicle purchase menu, click the tiny yellow arrow to the color you want, and then finalize the purchase-- every time you want a snow-camo V2.

Well, suppose there's a way to select (via the sidebar) your preferred camo in advance, and have it remember for the next time. Now you've saved yourself a keypress and a couple clicks, all while keeping your vision open, radar accessible, and health visible. Win, win, win situation.

Yet another bonus for the sidebar: the redo of the purchase system could allow us to easily blank or remove icons if a requisite building has died, and happiest of all, means we can prevent refill-whoring. No more Tanya sitting against the purchase terminal preventing anything except a lucky headshot from taking her out thanks to constant refilling.

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