
Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer
Posted by [Crimson](#) on Thu, 28 Dec 2006 20:03:35 GMT

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fI00d3d wrote on Thu, 28 December 2006 11:53 What happens when you want to relinquish the vehicle to another? Or if you want to bail out of the tank before it blows up so the enemy doesn't get the points for an "enemy controlled vehicle"? The only way to do that would be to type in a command thus removing the whole argument of "sloppiness". I guess automatic binding would be nice if there was a way to un-do it ... but undo-ing it would still be considered sloppy by you, so I really don't see how a two-letter command (!b) is sloppy or difficult.

There would have to be a command to give ownership to another player, and there would be no points awarded to a player if they blow up an empty vehicle. I don't see any way around needing a command if you wish to give your vehicle to someone else and I think the way I have planned is as graceful as it can get. But you shouldn't have to type a command just to say you own a vehicle that you purchased.
