
Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer
Posted by [fl00d3d](#) on Fri, 29 Dec 2006 16:44:05 GMT

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DodgeThis wrote on Thu, 28 December 2006 17:54Crimson wrote on Thu, 28 December 2006 21:03There 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.

I never use !bl though, if I use a command like that, I prefer to just !bind my vehicle. If you are out of your vehicle for example to repair it or to defend the base from people who entered a building to destroy it, a teammate could rescue the vehicle by keeping it out of the hands of the enemy, but if an annoying "This vehicle is locked and belongs to <player>" pops up, both the brave teammate and the vehicle are lost

It's just not practical. If you're dumb enough to let your vehicle get stolen, then it shouldn't matter how its bound. I agree that automatic binding would be nice - but my whole argument was centered on the fact that if it is bound to a person and you bail out (still bound to you) and then destroyed, the enemy gets points. Basically !bl is used in pub servers where you're worried about n00b gta's. But since they can't steal it right away after purchase, and !bind, !lock, !bl are all options thereafter ... I don't see how its a big deal or sloppy. It gives the player options and control. Using your own argument against you, if someone's vehicle is auto-bound and you try to rescue it ... its the same effect as if they had typed !bl. So why force the option on someone when they could easily just type !bl. Also, !eject never seems to be effective - it almost always precedes a !qkick
