Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer
Posted by Crimson on Fri, 29 Dec 2006 18:34:18 GMT
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That's why my system is more effective. The owner of the tank decides whether or not to eject an occupant. So if you lose your tank out in the field, your teammate can bring it home without penalty. And if you eject just before destruction, no points are awarded to the opposite team, just as it should be. I don't know how the SSAOW feature works exactly, but the whole "locking" thing is just dumb in my opinion. Knowing who owns each vehicle and allowing them to maintain control of it if it's stolen by a teammate is all I'm after.