Subject: A valid question about stealing vehicles!
Posted by frijud on Sun, 18 Jan 2004 06:58:13 GMT
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If Player A buys a tank (or whatever), then only Player A can get into the tank for a set amout of time (10 or 20 seconds or so, I don't know the actual value). After that time has expired, than anyone can get into the tank, friendly or enemy.

If player A enters the tank then gets out (before the set time is up), anyone can get into the tank. PlayerA released the tank for anyone, including the enemy.

If playerA buys a tank, and is killed before entering the tank, even if the set time is not up, then anyone can get in the tank. Once player A is killed, the set time is up. This is a usefull tactic, especially for GDI as killing people trying to get into thier tanks on an airstrip is usually easy.

I hope that helps.