
Subject: Re: Flame War split from Win32 Forum - started by Teh-Pwnerer
Posted by [DodgeThis](#) on Thu, 28 Dec 2006 22:54:33 GMT

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Crimson wrote on Thu, 28 December 2006 21:03: 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.

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
