
Subject: Re: tanks reloading when their is no one in them
Posted by [Chronojam](#) on Wed, 20 May 2009 20:53:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

The gameplay-change plunge was already made when people decided that your pistol should not start out empty, or that your proximity C4 should start out full. Not earning bonus "first blood" points for damaging a green healthed vehicle, suddenly earning points for shooting a vehicle long-since bailed from by the original owner. Quite a slippery slope, although by no means necessarily invalid changes.

There have been many actual gameplay changes, it's a precedent already set and actually planned for expansion; arguing otherwise in this case is ignorance at best.

I mean, that's without even considering it's an exploit due to an oversight on the original creator's part much like setting a beacon then ditching out of the game was, and that was only addressed due to the widespread bitching-- whereas hopping out and railgunning some people don't even know about, and it's harder to detect. So at worst, it's actually an attempt to preserve an old player's exploit.

Being able to double your light tank's DPS is just as much intentional gameplay design as firing an MLRS through a solid mountain or hopping backwards to confuse Obelisk aiming if you want to get down to it, but don't expect the people who use those "gameplay elements" to admit it.
