
Subject: Entering Enemy Vehicles
Posted by [CnCsoldier08](#) on Thu, 06 May 2004 01:01:59 GMT
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Can BHS make it so that you dont need to press Action more than one time to enter an enemy vehicle? You dont know how many times I've been killed while trying to steal one.

Subject: Entering Enemy Vehicles
Posted by [Cpo64](#) on Thu, 06 May 2004 01:45:12 GMT
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There is a timer that stops you from getting into someone else's vehicle after purchase.

Otherwise, you should be able to get in without pressing it more then once, maybe its just lag?

Subject: Entering Enemy Vehicles
Posted by [CnCsoldier08](#) on Thu, 06 May 2004 03:00:29 GMT
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Oh, well this is normally after purchase

Subject: Entering Enemy Vehicles
Posted by [icedog90](#) on Thu, 06 May 2004 03:07:47 GMT
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Here's a tip for ya: If there is nobody around really, and the person is coming to get into their vehicle, gun them down and they won't be able to get back to you in time as you will be able to steal their vehicle.

Subject: Entering Enemy Vehicles
Posted by [pvtschlag](#) on Thu, 06 May 2004 21:04:45 GMT
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actually I have noticed that it is a timer for you to be able to steal it but as soon as you kill them you can get in without the time being up

Subject: Entering Enemy Vehicles
Posted by [Homey](#) on Thu, 06 May 2004 23:51:40 GMT
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Duh... I'd prefer an Enter key, E, and a exit one. So you don't get any lag and jump in and out

Subject: Entering Enemy Vehicles

Posted by [Rex](#) on Fri, 07 May 2004 10:54:45 GMT

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I think its fine as it is now... NO need to waste valuable time in my opinion.
