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Subject: tanks reloading when their is no one in them  
Posted by [Jamie or NuneGa](#) on Sun, 17 May 2009 22:18:06 GMT  
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never really thought about this till just now, whats your take on it?

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Subject: Re: tanks reloading when their is no one in them  
Posted by [Slave](#) on Sun, 17 May 2009 23:33:00 GMT  
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An automatic reloading mechanism makes sense for those vehicles.

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Subject: Re: tanks reloading when their is no one in them  
Posted by [EvilWhiteDragon](#) on Mon, 18 May 2009 08:10:58 GMT  
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1. it would alter gameplay
  2. irl those vehicles often still need some human intervention to reload.
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Subject: Re: tanks reloading when their is no one in them  
Posted by [Tupolev TU-95 Bear](#) on Mon, 18 May 2009 15:20:25 GMT  
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tbh i always foudn this a bug

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Subject: Re: tanks reloading when their is no one in them  
Posted by [StealthEye](#) on Mon, 18 May 2009 19:05:23 GMT  
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Changing it would alter gameplay. And I don't see any reason to change it anyway..

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Subject: Re: tanks reloading when their is no one in them  
Posted by [RTsa](#) on Mon, 18 May 2009 21:03:14 GMT  
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Art + techie abusing this is a rather tough nut to crack in small games as there really isn't too much one player alone can do about it.

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Subject: Re: tanks reloading when their is no one in them

Posted by [Ma1kel](#) on Mon, 18 May 2009 21:27:02 GMT

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makes mrls somewhat bearable in bigger games

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Subject: Re: tanks reloading when their is no one in them

Posted by [Gen\\_Blacky](#) on Tue, 19 May 2009 00:07:25 GMT

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Ma1kel wrote on Mon, 18 May 2009 14:27makes mrls somewhat bearable in bigger games

i always thought of that as a glitch that worked in my favor.

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Subject: Re: tanks reloading when their is no one in them

Posted by [RTsa](#) on Tue, 19 May 2009 17:16:00 GMT

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Ma1kel wrote on Tue, 19 May 2009 00:27makes mrls somewhat bearable in bigger games

True. Though SBH owns a player abusing it. GDI doesn't have anything to counter the art + tech.

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Subject: Re: tanks reloading when their is no one in them

Posted by [Goztow](#) on Tue, 19 May 2009 18:28:13 GMT

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What about 2 meds?

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Subject: Re: tanks reloading when their is no one in them

Posted by [RTsa](#) on Tue, 19 May 2009 20:27:32 GMT

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2 meds can indeed most of the time destroy ONE art and the tech inside (perhaps most of the time without losing one of the meds, depends on the map). But that leaves the other Nod player wrecking havoc with his art.

As an example, on Mesa, an art at the side and in the cave is very troublesome for GDI as it takes two players to push either one back.

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Subject: Re: tanks reloading when their is no one in them

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Posted by [Goztow](#) on Wed, 20 May 2009 06:34:56 GMT

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I really wouldn't mind seeing it being changed, but it's true that it would impact gameplay quite massively: a lot of people use this to their advantage, mostly with mrls and arts.

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Subject: Re: tanks reloading when their is no one in them

Posted by [\\_SSnipe\\_](#) on Wed, 20 May 2009 06:48:44 GMT

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Goztow wrote on Tue, 19 May 2009 23:34: I really wouldn't mind seeing it being changed, but it's true that it would impact gameplay quite massively: a lot of people use this to their advantage, mostly with mrls and arts.

Or some can be like me and not ever known about this till now

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Subject: Re: tanks reloading when their is no one in them

Posted by [-Xv-](#) on Wed, 20 May 2009 10:36:46 GMT

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SSnipe wrote on Wed, 20 May 2009 02:48: Goztow wrote on Tue, 19 May 2009 23:34: I really wouldn't mind seeing it being changed, but it's true that it would impact gameplay quite massively: a lot of people use this to their advantage, mostly with mrls and arts.

Or some can be like me and not ever known about this till now

yeah ur nick fits u

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Subject: Re: tanks reloading when their is no one in them

Posted by [Spoony](#) on Wed, 20 May 2009 13:56:27 GMT

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I would be very sad to see this go tbh... light+rav or light+sak, anybody? =(

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Subject: Re: tanks reloading when their is no one in them

Posted by [CarrierII](#) on Wed, 20 May 2009 16:20:22 GMT

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It's not going due to the fact it would alter gameplay, which isn't the purpose of the TT patch.

Yeah, light + rave/sak is good.

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Subject: Re: tanks reloading when their is no one in them  
Posted by [Chronojam](#) on Wed, 20 May 2009 20:53:08 GMT  
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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.

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Subject: Re: tanks reloading when their is no one in them  
Posted by [Goztow](#) on Wed, 20 May 2009 20:58:54 GMT  
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Quote:Not earning bonus "first blood" points for damaging a green healthed vehicle  
I like how you described that, LOL.

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Subject: Re: tanks reloading when their is no one in them  
Posted by [Chronojam](#) on Wed, 20 May 2009 21:02:24 GMT  
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Yeah, I'm pretending it's intentional to compare/contrast it on level footing with the score bonuses available through the tricks at question here. Realistically, I don't think it's too valid and figure most people dont realize it exists as it does (although surely they notice magic sniping pointwhoring happens somehow).

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Subject: Re: tanks reloading when their is no one in them  
Posted by [The Party](#) on Wed, 20 May 2009 21:34:03 GMT  
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Nune wrote on Sun, 17 May 2009 17:18never really thought about this till just now, whats your

take on it?

I don't get it what do you mean? I was pretty sure that tanks reloaded automatically when you were not in them, except for APC's and Buggys/Hummvees.

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Subject: Re: tanks reloading when there is no one in them

Posted by [RTsa](#) on Thu, 21 May 2009 09:11:54 GMT

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MasterEvolution wrote on Thu, 21 May 2009 00:34Nune wrote on Sun, 17 May 2009 17:18never really thought about this till just now, what's your take on it?

I don't get it what do you mean? I was pretty sure that tanks reloaded automatically when you were not in them, except for APC's and Buggys/Hummvees.

The vehicles only reload while empty if the reload was started when the player was still in.

Chronojam makes a point. And it indeed also works the other way around (=infantry reload while in vehicles if the reloading was started outside).

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