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Subject: Re: idk

Posted by [R315r4z0r](#) on Thu, 11 Sep 2008 22:06:27 GMT

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Yea, that happens with every weapon in the game. If someone fires a few shots and reloads without your character viewing it, then your game will assume the other person didn't reload.

Therefore, when your game assumes their ammo is at 0, they show a reloading animation while in reality, they are still shooting.

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