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Subject: Re: Chargeup weapons bug  
Posted by [Jerad2142](#) on Thu, 03 Dec 2009 18:38:27 GMT  
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Yeah I brought this to their attention a while back, seems like one person said they'll look at it and another said there was nothing they could do, if I remember correctly.

In addition it doesn't cancel the changing time if you let up on the mouse, if you keep rapidly clicking it will fire anyways. Or if you just click once and time a second click at the end of its charge time it will fire. This of course can cause annoying consistency issues.

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