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Subject: Re: Is it possible to create a "I'm reloading!" alert?

Posted by [halo2pac](#) on Tue, 07 Sep 2010 18:04:44 GMT

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although when a player jumps that info is sent over the network blatantly which is kinda funny when you hook it server side.

As for the reload, ya that guy's point with Renegade being just spray play... I agree.

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