EvilWhiteDragon wrote on Mon, 12 September 2011 08:37Are you serious? Or are you just trolling?
Because that's the most lame argument ever. How many people make reload animations for Renegade, please do tell me.
I made 20 when I was still working on Renhalo and getting the hand models and the gun animations to line up can be quite a bitch, it'd be even more so on weapons (like explosive charges) that had a very small ammo count if you had to re-acquire a new power up every time you ran out of ammo.
Rp2's sword has a real nice reload (more of an idle animation) that plays when you hit the r key.
StealthEye wrote on Mon, 12 September 2011 08:44Realism is pretty much nonexistent in Renegade anyway...
Yeah it is a game, but if I want to take a full mag and swap it out with another full mag because, bored, or maybe the clip jammed, or whatever, that's my call to deal with the consequences when an enemy soldier comes around the corner and kills me.

jonwil wrote on Mon, 12 September 2011 09:18Ghostshaw wrote the change to prevent reloading when full.

That's a real shame, the engine was clearly designed to handle it, as if you loaded 5000 rounds (via script) into the clip and then reloaded it'd fill the clip and put the left over rounds into your backpack.

I say it's just additional complexity for something to go wrong, and as I said earlier, the server sends the client the ammo updates. So if you shoot a round, that count doesn't always drop instantly, but it usually comes across eventually, so if I'm using a weapon that has a limited number of rounds I usually like to reload it if I know the round I just shot is going to kill my enemy. However, if I have to wait for that server update to come across before I can start my reload that just makes me wait all the longer to reload.

EvilWhiteDragon wrote on Mon, 12 September 2011 08:51I think we should make it a client-side option.

You can set it to "realism" or default. With "realism" you can always reload, but you lose whatever there is left in the clip. With default you can't reload when the weapon is full, but when you can and do reload you don't lose what's in the clip.
Yes, I'm just trolling now, just like you guys
Rp2 has weapons that don't use "clips" per say (IE: Double barrel shotgun), so forcing that on everyone would be kind of gay. In addition, technically you should be losing ammo if you reload part way through the clip anyways so meh.