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Subject: Re: Can't Reload Full Guns

Posted by [EvilWhiteDragon](#) on Mon, 12 Sep 2011 17:24:20 GMT

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Dethdeath wrote on Mon, 12 September 2011 17:49 If this would come down to being optional, default would be being able to reload a full clip without losing any ammo. It's part of the original game, players use it to make sure that they're going into every fight with a full clip. Not hearing that reload sound (even if you already have a full clip) can be distracting because it requires you to look at your ammo count.

These are things that do not need fixing and by including them in the TT patch you're doing the same thing that a mod does.

I think it's important to first establish something is an actual bug, instead of just trying to fix whatever you can, including things that aren't broken in the first place.

I don't know how many other Renegade players reload as often as I do, but I would personally run into this "fix" like 100 times per game, depending on how much time I spend as infantry. So basically you're suggesting that it should just play the sounds and you're happy?

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