EvilWhiteDragon wrote on Mon, 12 September 2011 11:24Dethdeath wrote on Mon, 12 September 2011 17:49If 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?
No I said the sword had an animation that it played on reload.

Anyways, as I previously stated, when on a server this could cause some players a major issue, do to the ammo update delay between server and client.

IE:
1. You fire
2. Your client sends the data that you fired to the server.
3. The server updates your ammo count.

Now I think the issue that this causes should be obvious, if you're using a weapon with a single round clip you'll have a longer "reload" based on your ping. IE:
1. You fire
2. Your client sends the data that you fired to the server (message takes ping time to get there).
3. The server updates your ammo count (message takes ping time to get back to you).
4. You reload once your ammo isn't full anymore = Ping+Ping then allowed to reload.

So if you have a ping of 100ms and you just fired an RPG (don't know if stock Ren has any single clip weapons unless nod's ramjet is single shot), which has a reload time of 2 seconds, you end up potentially having a reload time of 6seconds. Now in stock Ren, you just hit r after you fire and usually the servers update won't fuck with you as you'll have finished the reload sequence after the time the "Hey, you are out of ammo" message makes it back to your client.

But just in case no one else has noticed, I'm not the only one complaining about it, sure most are that they just like it. But do you know what, if you had no reason to disable it, then you have no reason to be irritating anyone.