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Subject: Re: Can't Reload Full Guns

Posted by [EvilWhiteDragon](#) on Mon, 12 Sep 2011 19:22:02 GMT

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Jerad Gray wrote on Mon, 12 September 2011 21:02: EvilWhiteDragon wrote on Mon, 12 September 2011 12:46: Was I talking to you? No. I noticed that you only care for RP2, which is fine, but this patch isn't RP2 technologies now is it?

Yeah, but a large part of what keeps Renegade alive is the modding community. And I'll be seriously surprised if there isn't a single mod for Renegade that doesn't have a weapon with one clip ammo.

But even if that is the case, I have yet to see any one come out and say "Oh good, wow guys, you blocked the reload when the gun is full, I had so many issues with accidentally hitting that button all the time! You guys are Amazing!" In fact, so far it seems a lot of the Renegade players don't like it, so even if you don't give two shits about the modding community, maybe you should care about the player base you still have.

No, mods cause people to play mods. It only keeps the RENEGADE ENGINE alive. That's something entirely different than the game itself.

Or are you now claiming that people that play RP2 are at the same time playing Renegade?

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