EvilWhiteDragon wrote on Mon, 12 September 2011 15:22Jerad Gray wrote on Mon, 12 September 2011 21:02EvilWhiteDragon wrote on Mon, 12 September 2011 12:46Was 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 accidently 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?

I personally prefer to be able to reload whenever I want. It's like jumping constantly in WoW and in Renegade. Should I not be allowed to jump constantly unless there's an object in front of me that I could jump over? That's essentially the logic you're using.

Instead of talking down to everyone who opposes a change that you're unnecessarily forcing upon them, which doesn't fix anything that was broken and consequently fucks with the game-play experience, you could just take their suggestions and put this one small item back where it was.

You are not making the TT team look good, as their spokesman, by talking down to the people playing your "product", such as it is. If you're going to continue to do this, don't be surprised if people decide that they don't feel like running 4.0 because you're running your typing fingers too much.