I don't understand what all this fuss is about. It's a minor issue that the sound/animation is not played. I don't think anyone arguing against it genuinely believes they can't live without it, like some make it seem. And I don't think anyone arguing for it can really explain why it's an important change.

I don't know why this change was made, and I am all for reverting it, even though I don't have anything against the current behavior. The only reason that keeps me from doing that atm. is that I do not know why it was made in the first place, and whether there may have been a reason. I would like to hear that reason before making a decision. I know the single line I'll need to change to undo this change; no risk or effort involved.

Most of the arguments I hear are complete void, realism is not there in either case, and changing it won't introduce or fix any bugs. The netcode/increased reload time thing is being presented incorrectly; the Renegade netcode does not work that way. The client reloads before even sending a packet to the server. There are a few known (very hard to fix; existent in stock) situations in which the ammo sync causes a longer reload, but this is not one of them. Please check your facts before posting.

I'm feeling like people are just making up reasons to prove their point, which isn't helping anyone. The real reason is nothing more than that one got used to the old behavior or does not see why it should be restricted, or on the other hand that reloading a full weapon makes no sense.

I'm going to attempt to contact Ghostshaw to see why he implemented this change a long while back. If he remembers I'll post the reason here. Otherwise, I'll revert the change to restore stock behavior.