Subject: Re: Can't Reload Full Guns
Posted by Dethdeath on Mon, 12 Sep 2011 23:21:57 GMT

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EvilWhiteDragon wrote on Mon, 12 September 2011 19:24So basically you're suggesting that it should just play the sounds and you're happy?
The best option would just be to remove whatever code alters the functionality entirely. Why is it a problem that an animation and sound is played while reloading a full clip? Do you think it's weird that players want TT to change Renegade as little as possible, outside of the bug fixes?

GEORGE ZIMMER wrote on Mon, 12 September 2011 22:40wait

are you guys honestly complaining about not being able to stupidly reload when you don't need to, a situation that can (and often will) lead you to being killed mid-battle, to the point where you want to make it a client-side option?

what the fuck is wrong with you people
If you read up you may notice that the client-side option was suggested by EWD first.