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Subject: Re: Can't Reload Full Guns

Posted by [reborn](#) on Tue, 13 Sep 2011 14:49:54 GMT

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In the grand scheme of things, it's not important. I can certainly live without it. However, I could state the same about the game itself, too.

I do like to reload at will, I just enjoy it. Sometimes it's exciting to reload and run the risk of an enemy appearing (wincing and squirming in my seat like it will some how help me, lol).

If the line of code in question was written specifically for a good reason, then it should be left. If however it was made because the author deemed it stupid to reload a full clip, then it should be removed. TT has no business changing that.

I think Seye has a great handle on the situation, and has called it how it is.

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