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Subject: Re: hooking reload

Posted by [danpaul88](#) on Thu, 27 Sep 2012 11:34:36 GMT

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Whenever I have needed to do anything scripts related based on current weapon ammo I have just used a timer that fires off very rapidly (resetting it each time it fires) and used the scripts API to check the current bullet count. It's not the most efficient thing in the world but you can detect reloads by seeing when the bullet count increases from the previous check. If the weapon doesn't fire bullets more rapidly than your timer you can also determine if it was a manual reload (previous bullet count >1) or an automatic one.

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