
Subject: Re: The worst community to help
Posted by [Agent](#) on Sat, 26 Jan 2013 20:30:40 GMT
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That's truly hilarious! That was fixed within the hour, and I had already explained to you before-hand that it was entirely untested since I couldn't get a proper testing environment setup yet. It's not "sloppy coding" when you are debating between 2 Renegade-specific scripts to attach to an object, and happen to choose the wrong one (resulting in the railgun having unlimited ammo in the active clip instead of the secondary, causing rapid fire).
