
Subject: Re: New scripts 4.2 test build is now available
Posted by [Jerad2142](#) on Fri, 15 May 2015 12:41:54 GMT
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As for the reloading tilt:

*Client side, the player weapon (in 3rd person) now finishes the downward tilt before the reload time completes.

*Server side the reload tilt doesn't happen at all (as you should never be firing when your gun is tilted).

This will help eliminate players shooting the ground if they were holding the fire button on reloading complete.

This may also have the unintended advantage of more shots being visible client side as fewer will hit the ground on other players screen's due to the net lag making them still be reloading when they shoot.
