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Subject: Re: Projectile tracers invisible

Posted by [dblaney1](#) on Sat, 01 Aug 2015 17:54:46 GMT

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I agree with the 1 shot thing. It seems to happen most often with weapons with 1 clip but a super fast ROF which most of the single shot stock weapons use. It begins reloading immediately after the shot so it probably sends the clients that its no longer firing too quickly. On weapons where the rof is lower it waits the time between the shots to start reloading. A ROF of 1 would wait 1 second after the last shot to begin reloading vs the stock turret weapon which has a ROF of 100 so it begins reloading on 0.01 seconds after shooting.

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