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Subject: Can't Reload Full Guns  
Posted by [Jerad2142](#) on Sun, 11 Sep 2011 22:00:51 GMT  
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I think it's rather lame you can't reload your weapon whenever you want anymore, so what if it's full, it's satisfying to have the realism of being able to exchange your clip whenever you want.

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Subject: Re: Can't Reload Full Guns  
Posted by [Intradox](#) on Sun, 11 Sep 2011 22:28:36 GMT  
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I agree, its quite stupid, there was no reason to even remove it...

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Subject: Re: Can't Reload Full Guns  
Posted by [cAmpa](#) on Sun, 11 Sep 2011 22:56:36 GMT  
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There is no reason to reload a full gun!

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Subject: Re: Can't Reload Full Guns  
Posted by [Jerad2142](#) on Sun, 11 Sep 2011 23:42:57 GMT  
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cAmpa wrote on Sun, 11 September 2011 16:56 There is no reason to reload a full gun!  
No reason but in real life you can do it so there is NO REASON to block it.

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Subject: Re: Can't Reload Full Guns  
Posted by [crazfulla](#) on Mon, 12 Sep 2011 00:57:08 GMT  
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+1

By force of habit I still go to reload my pistol when I buy a tech or Hotwire and when it won't let me I'm like "WTF???" something is wrong here"

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Subject: Re: Can't Reload Full Guns  
Posted by [Jerad2142](#) on Mon, 12 Sep 2011 01:32:28 GMT  
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Anyways, sometimes it takes a second for the server to update your ammo count, maybe I don't

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want to have to wait another second for that update to come through before I send my to be delayed command to the server.

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Subject: Re: Can't Reload Full Guns  
Posted by [Hitman](#) on Mon, 12 Sep 2011 02:09:11 GMT  
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yeah after years of doing that for absolutely no reason i must say its pretty annoying to have it removed lol

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Subject: Re: Can't Reload Full Guns  
Posted by [Spyder](#) on Mon, 12 Sep 2011 06:22:24 GMT  
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I used to do that a lot when running toward the airstrip, weapons factory, tunnels etc. Just reloading my sniper rifle, pistol, auto-rifle or any other weapon for no apparent reason. I miss that

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Subject: Re: Can't Reload Full Guns  
Posted by [Jerad2142](#) on Mon, 12 Sep 2011 07:18:52 GMT  
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Spyder wrote on Mon, 12 September 2011 00:22I used to do that a lot when running toward the airstrip, weapons factory, tunnels etc. Just reloading my sniper rifle, pistol, auto-rifle or any other weapon for no apparent reason. I miss that  
Lol, thats basically what I was going to say, helps pass the time when you are waiting for something.

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Subject: Re: Can't Reload Full Guns  
Posted by [Starbuzz](#) on Mon, 12 Sep 2011 08:56:55 GMT  
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It was just another silly feature from the game that we all got used to. I used to reload all the time to make sure the weapons are fully loaded and sometimes too excessively to hear the sound lol. Now when I do reload and nothing happens, it will only take a few days to get accustomed to the fact that if reload doesn't occur, then there is no need to reload.

It's the same deal with loading the pistol which we instinctively switched to at game start.

These fixes were necessary!

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Subject: Re: Can't Reload Full Guns  
Posted by [Spyder](#) on Mon, 12 Sep 2011 09:15:03 GMT  
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Starbuzz wrote on Mon, 12 September 2011 10:56It's the same deal with loading the pistol which we instinctively switched to at game start.

So true

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Subject: Re: Can't Reload Full Guns  
Posted by [EvilWhiteDragon](#) on Mon, 12 Sep 2011 09:25:28 GMT  
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Jerad Gray wrote on Mon, 12 September 2011 01:42cAmpa wrote on Sun, 11 September 2011 16:56There is no reason to reload a full gun!  
No reason but in real life you can do it so there is NO REASON to block it.  
IRL there's however enough reason not to do it. Not only it's a waste of energy, you would in a combat situation not take the clip with you. You would let it drop from your gun and put the new clip in. So you would waste a full clip.

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Subject: Re: Can't Reload Full Guns  
Posted by [Jerad2142](#) on Mon, 12 Sep 2011 14:16:12 GMT  
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Starbuzz wrote on Mon, 12 September 2011 02:56  
These fixes were necessary!  
Oh really, how is cock blocking reload necessary.

EvilWhiteDragon wrote on Mon, 12 September 2011 03:25Jerad Gray wrote on Mon, 12 September 2011 01:42cAmpa wrote on Sun, 11 September 2011 16:56There is no reason to reload a full gun!  
No reason but in real life you can do it so there is NO REASON to block it.  
IRL there's however enough reason not to do it. Not only it's a waste of energy, you would in a combat situation not take the clip with you. You would let it drop from your gun and put the new clip in. So you would waste a full clip.  
Yay, now everyone making reload animations has to discharge a round every time they want to test a weapons reload animation, better hope it has more than one round right?

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Subject: Re: Can't Reload Full Guns  
Posted by [EvilWhiteDragon](#) on Mon, 12 Sep 2011 14:37:45 GMT  
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Are you serious? Or are you just trolling?

Because that's the most lame argument ever. How many people make reload animations for Renegade, please do tell me.

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Subject: Re: Can't Reload Full Guns

Posted by [Reaver11](#) on Mon, 12 Sep 2011 14:42:12 GMT

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I don't know the reasons for the availability of reloading a full clip in Renegade. If it is bug based then I can understand why it is fixed/changed.

Yet as most others I got used to it and kind of hate to see it go.

For a player it might seem useless though for testing purposes as Jerard described it is very useful.

Edit: I do

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Subject: Re: Can't Reload Full Guns

Posted by [StealthEye](#) on Mon, 12 Sep 2011 14:44:18 GMT

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Realism is pretty much nonexistent in Renegade anyway... (For one, you should lose the bullets in your clip when you reload, and I'm sure you would stop reloading full weapons then.) Is firing one round and then reloading such a big issue for animation testing? You don't even have to empty the entire clip, just fire once.

I don't know why the reloads were blocked; I find it somewhat silly/unnecessary too; but I don't see the problem with it either. Whoever implemented the change (jonwil?), please post here on why it was necessary.

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Subject: Re: Can't Reload Full Guns

Posted by [EvilWhiteDragon](#) on Mon, 12 Sep 2011 14:51:26 GMT

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I think we should make it a client-side option.

You can set it to "realism" or default. With "realism" you can always reload, but you lose whatever there is left in the clip. With default you can't reload when the weapon is full, but when you can and do reload you don't lose what's in the clip.

Yes, I'm just trolling now, just like you guys

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Subject: Re: Can't Reload Full Guns

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Posted by [jonwil](#) on Mon, 12 Sep 2011 15:18:39 GMT

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Ghostshaw wrote the change to prevent reloading when full.

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Subject: Re: Can't Reload Full Guns

Posted by [Dethdeath](#) on Mon, 12 Sep 2011 15:49:48 GMT

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If this would come down to being optional, default would be being able to reload a full clip without losing any ammo. It's part of the original game, players use it to make sure that they're going into every fight with a full clip. Not hearing that reload sound (even if you already have a full clip) can be distracting because it requires you to look at your ammo count.

These are things that do not need fixing and by including them in the TT patch you're doing the same thing that a mod does.

I think it's important to first establish something is an actual bug, instead of just trying to fix whatever you can, including things that aren't broken in the first place.

I don't know how many other Renegade players reload as often as I do, but I would personally run into this "fix" like 100 times per game, depending on how much time I spend as infantry.

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Subject: Re: Can't Reload Full Guns

Posted by [Jerad2142](#) on Mon, 12 Sep 2011 15:59:31 GMT

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EvilWhiteDragon wrote on Mon, 12 September 2011 08:37Are you serious? Or are you just trolling?

Because that's the most lame argument ever. How many people make reload animations for Renegade, please do tell me.

I made 20 when I was still working on Renhalo and getting the hand models and the gun animations to line up can be quite a bitch, it'd be even more so on weapons (like explosive charges) that had a very small ammo count if you had to re-acquire a new power up every time you ran out of ammo.

Rp2's sword has a real nice reload (more of an idle animation) that plays when you hit the r key.

StealthEye wrote on Mon, 12 September 2011 08:44Realism is pretty much nonexistent in Renegade anyway...

Yeah it is a game, but if I want to take a full mag and swap it out with another full mag because, bored, or maybe the clip jammed, or whatever, that's my call to deal with the consequences when an enemy soldier comes around the corner and kills me.

jonwil wrote on Mon, 12 September 2011 09:18Ghostshaw wrote the change to prevent reloading when full.

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That's a real shame, the engine was clearly designed to handle it, as if you loaded 5000 rounds (via script) into the clip and then reloaded it'd fill the clip and put the left over rounds into your backpack.

I say it's just additional complexity for something to go wrong, and as I said earlier, the server sends the client the ammo updates. So if you shoot a round, that count doesn't always drop instantly, but it usually comes across eventually, so if I'm using a weapon that has a limited number of rounds I usually like to reload it if I know the round I just shot is going to kill my enemy. However, if I have to wait for that server update to come across before I can start my reload that just makes me wait all the longer to reload.

EvilWhiteDragon wrote on Mon, 12 September 2011 08:51 I think we should make it a client-side option.

You can set it to "realism" or default. With "realism" you can always reload, but you lose whatever there is left in the clip. With default you can't reload when the weapon is full, but when you can and do reload you don't lose what's in the clip.

Yes, I'm just trolling now, just like you guys

Rp2 has weapons that don't use "clips" per say (IE: Double barrel shotgun), so forcing that on everyone would be kind of gay. In addition, technically you should be losing ammo if you reload part way through the clip anyways so meh.

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Subject: Re: Can't Reload Full Guns

Posted by [Jerad2142](#) on Mon, 12 Sep 2011 16:02:51 GMT

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Subject: Re: Can't Reload Full Guns

Posted by [Spyder](#) on Mon, 12 Sep 2011 17:23:29 GMT

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Dethdeath wrote on Mon, 12 September 2011 17:49 If this would come down to being optional, default would be being able to reload a full clip without losing any ammo. It's part of the original game, players use it to make sure that they're going into every fight with a full clip. Not hearing that reload sound (even if you already have a full clip) can be distracting because it requires you to look at your ammo count.

These are things that do not need fixing and by including them in the TT patch you're doing the same thing that a mod does.

I think it's important to first establish something is an actual bug, instead of just trying to fix whatever you can, including things that aren't broken in the first place.

I don't know how many other Renegade players reload as often as I do, but I would personally run

into this "fix" like 100 times per game, depending on how much time I spend as infantry.

Couldn't agree any more with this. I myself spend the majority of a game as infantry and I'm getting annoyed by not hearing the reload sound. It gives me the impression that I'm out of ammo.

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**Subject: Re: Can't Reload Full Guns**

Posted by [EvilWhiteDragon](#) on Mon, 12 Sep 2011 17:24:20 GMT

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Dethdeath wrote on Mon, 12 September 2011 17:49 If this would come down to being optional, default would be being able to reload a full clip without losing any ammo. It's part of the original game, players use it to make sure that they're going into every fight with a full clip. Not hearing that reload sound (even if you already have a full clip) can be distracting because it requires you to look at your ammo count.

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I don't know how many other Renegade players reload as often as I do, but I would personally run into this "fix" like 100 times per game, depending on how much time I spend as infantry. So basically you're suggesting that it should just play the sounds and you're happy?

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**Subject: Re: Can't Reload Full Guns**

Posted by [Jerad2142](#) on Mon, 12 Sep 2011 17:33:30 GMT

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EvilWhiteDragon wrote on Mon, 12 September 2011 11:24 Dethdeath wrote on Mon, 12 September 2011 17:49 If this would come down to being optional, default would be being able to reload a full clip without losing any ammo. It's part of the original game, players use it to make sure that they're going into every fight with a full clip. Not hearing that reload sound (even if you already have a full clip) can be distracting because it requires you to look at your ammo count.

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I think it's important to first establish something is an actual bug, instead of just trying to fix whatever you can, including things that aren't broken in the first place.

I don't know how many other Renegade players reload as often as I do, but I would personally run into this "fix" like 100 times per game, depending on how much time I spend as infantry. So basically you're suggesting that it should just play the sounds and you're happy?  
No I said the sword had an animation that it played on reload.

Anyways, as I previously stated, when on a server this could cause some players a major issue, do to the ammo update delay between server and client.

IE:

1. You fire
2. Your client sends the data that you fired to the server.
3. The server updates your ammo count.

Now I think the issue that this causes should be obvious, if you're using a weapon with a single round clip you'll have a longer "reload" based on your ping. IE:

1. You fire
2. Your client sends the data that you fired to the server (message takes ping time to get there).
3. The server updates your ammo count (message takes ping time to get back to you).
4. You reload once your ammo isn't full anymore = Ping+Ping then allowed to reload.

So if you have a ping of 100ms and you just fired an RPG (don't know if stock Ren has any single clip weapons unless nod's ramjet is single shot), which has a reload time of 2 seconds, you end up potentially having a reload time of 6seconds. Now in stock Ren, you just hit r after you fire and usually the servers update won't fuck with you as you'll have finished the reload sequence after the time the "Hey, you are out of ammo" message makes it back to your client.

But just in case no one else has noticed, I'm not the only one complaining about it, sure most are that they just like it. But do you know what, if you had no reason to disable it, then you have no reason to be irritating anyone.

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Subject: Re: Can't Reload Full Guns

Posted by [EvilWhiteDragon](#) on Mon, 12 Sep 2011 18:46:59 GMT

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Was I talking to you? No. I noticed that you only care for RP2, which is fine, but this patch isn't RP2 technologies now is it?

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Subject: Re: Can't Reload Full Guns

Posted by [Jerad2142](#) on Mon, 12 Sep 2011 19:02:24 GMT

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EvilWhiteDragon wrote on Mon, 12 September 2011 12:46Was I talking to you? No. I noticed that you only care for RP2, which is fine, but this patch isn't RP2 technologies now is it?

Yeah, but a large part of what keeps Renegade alive is the modding community. And I'll be seriously surprised if there isn't a single mod for Renegade that doesn't have a weapon with one clip ammo.

But even if that is the case, I have yet to see any one come out and say "Oh good, wow guys, you



blocked the reload when the gun is full, I had so many issues with accidently hitting that button all the time! You guys are Amazing!" In fact, so far it seems a lot of the Renegade players don't like it, so even if you don't give two shits about the modding community, maybe you should care about the player base you still have.

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Subject: Re: Can't Reload Full Guns  
Posted by [Starbuzz](#) on Mon, 12 Sep 2011 19:12:35 GMT  
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lol it's not that big of a deal...I have already gotten used to it and don't even tap the R key anymore. imho, this is not worth troubling the TT team over.

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Subject: Re: Can't Reload Full Guns  
Posted by [Jerad2142](#) on Mon, 12 Sep 2011 19:14:25 GMT  
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Starbuzz wrote on Mon, 12 September 2011 13:12lol it's not that big of a deal...I have already gotten used to it and don't even tap the R key anymore. imho, this is not worth troubling the TT team over.

Its not a big deal unless you have a weapon with a clip size of 1.

And you know, if there is no reason for it being there then it shouldn't be there at all, its one more thing that could randomly break.

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Subject: Re: Can't Reload Full Guns  
Posted by [EvilWhiteDragon](#) on Mon, 12 Sep 2011 19:22:02 GMT  
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Jerad Gray wrote on Mon, 12 September 2011 21:02EvilWhiteDragon wrote on Mon, 12 September 2011 12:46Was I talking to you? No. I noticed that you only care for RP2, which is fine, but this patch isn't RP2 technologies now is it?

Yeah, but a large part of what keeps Renegade alive is the modding community. And I'll be seriously surprised if there isn't a single mod for Renegade that doesn't have a weapon with one clip ammo.

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No, mods cause people to play mods. It only keeps the RENEGADE ENGINE alive. That's something entirely different than the game itself.

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Or are you now claiming that people that play RP2 are at the same time playing Renegade?

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Subject: Re: Can't Reload Full Guns

Posted by [EvilWhiteDragon](#) on Mon, 12 Sep 2011 19:23:48 GMT

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Jerad Gray wrote on Mon, 12 September 2011 21:14Starbuzz wrote on Mon, 12 September 2011 13:12lol it's not that big of a deal...I have already gotten used to it and don't even tap the R key anymore. imho, this is not worth troubling the TT team over.  
Its not a big deal unless you have a weapon with a clip size of 1.

And you know, if there is no reason for it being there then it shouldn't be there at all, its one more thing that could randomly break.

Yeah, because code has the tendency to suddenly go haywire. Without reason... Seriously dude, do you have too much time on your hands or something? Go make new models for RP2 or finish Renhalo or do something useful.

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Subject: Re: Can't Reload Full Guns

Posted by [Jerad2142](#) on Mon, 12 Sep 2011 19:35:12 GMT

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EvilWhiteDragon wrote on Mon, 12 September 2011 13:23Yeah, because code has the tendency to suddenly go haywire. Without reason... Seriously dude, do you have too much time on your hands or something? Go make new models for RP2 or finish Renhalo or do something useful. I'm working on Rp2, I reply every time I start an export on the ungodly large always file beings it takes a few minutes it's to complete. Also I figure it's better to try and get it fixed before I have to redo 6 weapons for a change that was made for apparently no reason at all. Also, maybe you haven't noticed the number of issues people are having, either it randomly breaks or it isn't being tested well enough/under enough possible situations, personally I think the latter but whatever.

EvilWhiteDragon wrote on Mon, 12 September 2011 13:22

No, mods cause people to play mods. It only keeps the RENEGADE ENGINE alive. That's something entirely different than the game itself.

Or are you now claiming that people that play RP2 are at the same time playing Renegade?

Are you suggesting that Rp2 is the old mod out there, because I'm pretty sure I've seen maps people play C&C Renegade on with modded temps. And no, no one plays Rp2 in the first place, so none of them play Ren, that is a pretty simple thing to figure out I'd think.

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Subject: Re: Can't Reload Full Guns

Posted by [Intradox](#) on Mon, 12 Sep 2011 19:58:48 GMT

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Would it require a lot of work to revert the code back so that you can still reload your gun with a

full clip? (not being sarcastic)

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Subject: Re: Can't Reload Full Guns

Posted by [GEORGE ZIMMER](#) on Mon, 12 Sep 2011 20:40:52 GMT

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wait

are you guys honestly complaining about not being able to stupidly reload when you don't need to, a situation that can (and often will) lead you to being killed mid-battle, to the point where you want to make it a client-side option?

what the fuck is wrong with you people

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Subject: Re: Can't Reload Full Guns

Posted by [EvilWhiteDragon](#) on Mon, 12 Sep 2011 20:42:39 GMT

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I was thinking the same really... but whatever...

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Subject: Re: Can't Reload Full Guns

Posted by [Jerad2142](#) on Mon, 12 Sep 2011 20:46:25 GMT

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TLDR for the most part I take it?

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Subject: Re: Can't Reload Full Guns

Posted by [kannies](#) on Mon, 12 Sep 2011 21:00:56 GMT

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I strongly support the patch and I never usually make critical remarks on it but I feel fixing this was unnecessary.

I liked the freedom of being able to change my full clip whenever I wanted to. No longer being able to do that is a restriction, I hate restrictions, bureaucracy and not being able to do things I previously could with my avatar because somebody else thinks it too unrealistic.

With logic and reasoning, was it a pointless/useless/waste of time feature? YES

But many gamers (including me) liked it.

Does it make sense? NO, but neither does life!

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Doubt if anybody will read this but if its left on, so be it. Thats my rant over, I won't bring it up again.

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Subject: Re: Can't Reload Full Guns

Posted by [GEORGE ZIMMER](#) on Mon, 12 Sep 2011 21:04:29 GMT

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SilverDwn wrote on Mon, 12 September 2011 14:00avatar

>:|

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Subject: Re: Can't Reload Full Guns

Posted by [Aircraftkiller](#) on Mon, 12 Sep 2011 21:46:46 GMT

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EvilWhiteDragon wrote on Mon, 12 September 2011 15:22Jerad Gray wrote on Mon, 12 September 2011 21:02EvilWhiteDragon wrote on Mon, 12 September 2011 12:46Was I talking to you? No. I noticed that you only care for RP2, which is fine, but this patch isn't RP2 technologies now is it?

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But even if that is the case, I have yet to see any one come out and say "Oh good, wow guys, you blocked the reload when the gun is full, I had so many issues with accidently hitting that button all the time! You guys are Amazing!" In fact, so far it seems a lot of the Renegade players don't like it, so even if you don't give two shits about the modding community, maybe you should care about the player base you still have.

No, mods cause people to play mods. It only keeps the RENEGADE ENGINE alive. That's something entirely different than the game itself.

Or are you now claiming that people that play RP2 are at the same time playing Renegade?

I personally prefer to be able to reload whenever I want. It's like jumping constantly in WoW and in Renegade. Should I not be allowed to jump constantly unless there's an object in front of me that I could jump over? That's essentially the logic you're using.

Instead of talking down to everyone who opposes a change that you're unnecessarily forcing upon them, which doesn't fix anything that was broken and consequently fucks with the game-play experience, you could just take their suggestions and put this one small item back where it was.

You are not making the TT team look good, as their spokesman, by talking down to the people playing your "product", such as it is. If you're going to continue to do this, don't be surprised if people decide that they don't feel like running 4.0 because you're running your typing fingers too much.

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Subject: Re: Can't Reload Full Guns

Posted by [StealthEye](#) on Mon, 12 Sep 2011 23:05:47 GMT

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I don't understand what all this fuss is about. It's a minor issue that the sound/animation is not played. I don't think anyone arguing against it genuinely believes they can't live without it, like some make it seem. And I don't think anyone arguing for it can really explain why it's an important change.

I don't know why this change was made, and I am all for reverting it, even though I don't have anything against the current behavior. The only reason that keeps me from doing that atm. is that I do not know why it was made in the first place, and whether there may have been a reason. I would like to hear that reason before making a decision. I know the single line I'll need to change to undo this change; no risk or effort involved.

Most of the arguments I hear are complete void, realism is not there in either case, and changing it won't introduce or fix any bugs. The netcode/increased reload time thing is being presented incorrectly; the Renegade netcode does not work that way. The client reloads before even sending a packet to the server. There are a few known (very hard to fix; existent in stock) situations in which the ammo sync causes a longer reload, but this is not one of them. Please check your facts before posting.

I'm feeling like people are just making up reasons to prove their point, which isn't helping anyone. The real reason is nothing more than that one got used to the old behavior or does not see why it should be restricted, or on the other hand that reloading a full weapon makes no sense.

I'm going to attempt to contact Ghostshaw to see why he implemented this change a long while back. If he remembers I'll post the reason here. Otherwise, I'll revert the change to restore stock behavior.

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Subject: Re: Can't Reload Full Guns

Posted by [Dethdeath](#) on Mon, 12 Sep 2011 23:21:57 GMT

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EvilWhiteDragon wrote on Mon, 12 September 2011 19:24 So basically you're suggesting that it should just play the sounds and you're happy?

The best option would just be to remove whatever code alters the functionality entirely. Why is it a problem that an animation and sound is played while reloading a full clip? Do you think it's weird that players want TT to change Renegade as little as possible, outside of the bug fixes?

GEORGE ZIMMER wrote on Mon, 12 September 2011 22:40 wait

are you guys honestly complaining about not being able to stupidly reload when you don't need to, a situation that can (and often will) lead you to being killed mid-battle, to the point where you want to make it a client-side option?

what the fuck is wrong with you people

If you read up you may notice that the client-side option was suggested by EWD first.

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Subject: Re: Can't Reload Full Guns

Posted by [StealthEye](#) on Mon, 12 Sep 2011 23:29:48 GMT

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Removing the code that alters it is not a solution, unless you want reloads to be completely broken. Changing it back is not a technical problem though.

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Subject: Re: Can't Reload Full Guns

Posted by [EvilWhiteDragon](#) on Tue, 13 Sep 2011 05:18:18 GMT

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Dethdeath wrote on Tue, 13 September 2011 01:21 EvilWhiteDragon wrote on Mon, 12 September 2011 19:24 So basically you're suggesting that it should just play the sounds and you're happy?

The best option would just be to remove whatever code alters the functionality entirely. Why is it a problem that an animation and sound is played while reloading a full clip? Do you think it's weird that players want TT to change Renegade as little as possible, outside of the bug fixes?

GEORGE ZIMMER wrote on Mon, 12 September 2011 22:40 wait

are you guys honestly complaining about not being able to stupidly reload when you don't need to, a situation that can (and often will) lead you to being killed mid-battle, to the point where you want to make it a client-side option?

what the fuck is wrong with you people

If you read up you may notice that the client-side option was suggested by EWD first.

Yes, because I do not see why it is such a problem for a lot of people. The arguments are usually rather self-focussed instead of valid for the majority of people. I'm all fine with a lot of people preferring it removed, but I also think that it is weird that off all thing things that have changed, this is the one that people can't get used to.

I mean, you can't really say that it is useful to reload with a full clip now can you? I see that it's like some kind of therapy for some, but that doesn't make it more sensible now does it?

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Subject: Re: Can't Reload Full Guns

Posted by [Aircraftkiller](#) on Tue, 13 Sep 2011 05:23:31 GMT

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What business is it of yours how others enjoy playing, so long as it isn't detrimental in the sense that they're cheating or breaking the game somehow? Reloading is not therapy. It's something to fiddle with while you're running. Should I not be allowed to jump because EvilWhiteDragon can't understand why people jump so much, even with nobody around?

There was no real reason to fix it, and definitely no reason for you to be on a high-horse about what's essentially a bug to a lot of people, myself included. I like to reload. I like to hear the sound. Why should you be the sole arbiter of how I enjoy my game so long as I'm playing within the framework of how the game was designed?

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Subject: Re: Can't Reload Full Guns

Posted by [GEORGE ZIMMER](#) on Tue, 13 Sep 2011 05:40:22 GMT

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YOU CAN'T TELL ME WHAT TO DO, DAD

I CAN RELOAD IF I WANT TO

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Subject: Re: Can't Reload Full Guns

Posted by [Starbuzz](#) on Tue, 13 Sep 2011 05:56:25 GMT

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It shouldn't even be called "reload" tbh. The game shows a "reloading" animation but it is really resetting the clip.

Personally, since the change makes sense I prefer not to go back to the old system. So please make it an option.

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Subject: Re: Can't Reload Full Guns

Posted by [crazfulla](#) on Tue, 13 Sep 2011 06:38:59 GMT

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It makes perfect sense. Even in real life, if you have a full clip, you can always reload.

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Subject: Re: Can't Reload Full Guns

Posted by [Goztow](#) on Tue, 13 Sep 2011 07:33:33 GMT

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This topic is a prime example of why i'm still on renforums!

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Subject: Re: Can't Reload Full Guns

Posted by [EvilWhiteDragon](#) on Tue, 13 Sep 2011 07:44:16 GMT

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Aircraftkiller wrote on Tue, 13 September 2011 07:23What business is it of yours how others

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AAAHHHHHHHHHHhhhhhH! Read! I'm saying it doesn't make sense, that's all.... Not that it should or shouldn't be changed back.

Although... There are 7 people that complain about this. TT has been downloaded about 1774 times. Because this number is inflated due to the way apache/AWstats log this, we'll say a 1000 unique downloads have taken place. Which would mean about  $7/1000 * 100 = 0.7\%$  of the players that downloaded TT since Open beta disagree of this change. Ofcourse this doesn't mean all of the remaining 99.3% agrees of this change, but it does seem likely there are more people approving this rather than disapproving this.

Personally I think it should stay, because to me personally it doesn't add anything to the game except possible annoyance.

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Subject: Re: Can't Reload Full Guns

Posted by [Jerad2142](#) on Tue, 13 Sep 2011 14:13:10 GMT

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EvilWhiteDragon wrote on Tue, 13 September 2011 01:44Aircraftkiller wrote on Tue, 13 September 2011 07:23What business is it of yours how others enjoy playing, so long as it isn't detrimental in the sense that they're cheating or breaking the game somehow? Reloading is not therapy. It's something to fiddle with while you're running. Should I not be allowed to jump because EvilWhiteDragon can't understand why people jump so much, even with nobody around?

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except possible annoyance.

Actually using that same logic 0.3% want it to say, and the rest don't give a damn.

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Subject: Re: Can't Reload Full Guns

Posted by [Dave78742](#) on Tue, 13 Sep 2011 14:18:32 GMT

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A LOT more than 7 people are annoyed at this. Just because they don't post here doesn't mean they like it. You removed something from the game that people have been doing for years and you have given no reason why. Maybe there is not a concrete reason why this should be in the game but it's been there for 10 years and it doesn't harm anyone. People are used to it and when all of the sudden they see they can't do it anymore with no explanation they are gonna assume that something is wrong... I myself have never done this and I don't see a reason why it's necessary to reload a full gun, but people are used to it so why not give them what they want? You say it's one line of code and that it would be effortless to change it back so why not just do it instead of arguing about it? It seems like there is more effort going into that than addressing the issue.

Aircraftkiller wrote on Mon, 12 September 2011 14:46

Instead of talking down to everyone who opposes a change that you're unnecessarily forcing upon them, which doesn't fix anything that was broken and consequently fucks with the game-play experience, you could just take their suggestions and put this one small item back where it was.

You are not making the TT team look good, as their spokesman, by talking down to the people playing your "product", such as it is. If you're going to continue to do this, don't be surprised if people decide that they don't feel like running 4.0 because you're running your typing fingers too much.

I totally agree with aircraftkiller on this.

-Dave

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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 somehow 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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Subject: Re: Can't Reload Full Guns

Posted by [sla.ro\(master\)](#) on Tue, 13 Sep 2011 18:38:17 GMT

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reborn wrote on Tue, 13 September 2011 17:49

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).

me too

if they don't want that 'bug' back, stop blaming.

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Subject: Re: Can't Reload Full Guns

Posted by [Spyder](#) on Tue, 13 Sep 2011 19:19:13 GMT

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Give us back what you've taken from us, you evil peoples

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Subject: Re: Can't Reload Full Guns

Posted by [cmatt42](#) on Thu, 15 Sep 2011 18:28:50 GMT

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How did this shit reach 3 pages? You guys complain too much.

A client-side option sounds completely reasonable, however.

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Subject: Re: Can't Reload Full Guns

Posted by [Jerad2142](#) on Thu, 15 Sep 2011 19:48:34 GMT

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cmatt42 wrote on Thu, 15 September 2011 12:28How did this shit reach 3 pages? You guys complain too much.

A client-side option sounds completely reasonable, however.

Think that's called "NOT pressing the reload key when your gun is full."

Don't see why people would actually expect them to do even more work to support blocking reload when guns are full when as far as we know it serves no purpose in having been added in the first

place.

But hey, if you think there should be an option to keep you from doing something in game I won't judge. However, I can't say I've ever accidentally hit R on accident (E is another story however, hate it when I'm flying a VTOL and finish replying to a message and hit E on accident on my way to press W).

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Subject: Re: Can't Reload Full Guns  
Posted by [Spyder](#) on Thu, 15 Sep 2011 20:01:40 GMT  
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Being able to reload my gun when my clip was still full was the best indication for me to check whether I still had ammo, without having to check the ammo counter itself. Right now I keep thinking that my gun is empty because I don't hear a reload sound nor do I see a reload animation.

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Subject: Re: Can't Reload Full Guns  
Posted by [Caveman](#) on Thu, 15 Sep 2011 20:10:16 GMT  
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wow are you guys serious?

If you want to reload that bad just fire of a single shot and reload...

wow 3 pages of nothing.

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Subject: Re: Can't Reload Full Guns  
Posted by [sla.ro\(master\)](#) on Thu, 15 Sep 2011 22:16:01 GMT  
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best way, have a option on wwconfig where you can set Reload Full Guns, so everyone will be fine after that and will stop complaining

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Subject: Re: Can't Reload Full Guns  
Posted by [cmatt42](#) on Thu, 15 Sep 2011 22:25:12 GMT  
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Jerad Gray wrote on Thu, 15 September 2011 12:48Ramblings  
I honestly don't care. It's just retarded that a tiny change like this creates such militant polarization.

Subject: Re: Can't Reload Full Guns

Posted by [Aircraftkiller](#) on Thu, 15 Sep 2011 22:47:57 GMT

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It's just as retarded that the spokesman for TT is treating us all in such a way that we feel marginalized because he didn't want to take the complaints we had seriously. This is a project that's supposed to improve Renegade. How does it improve the game if a substantial amount of people are told that their concerns are essentially irrelevant? It's nice that he back-tracked on it, but that isn't the point here.

When you change something that doesn't need to be changed, expect resistance. I keep bringing up the jumping analogy but it's the same logic: Why should TT be allowed to decide whether or not I can reload a magazine or not, regardless of the contents? Should they now decide that I can't jump around and make myself noticeable, and that I should only be able to press the jump key when there's an obstruction I can jump over that happens to be immediately in front of me?

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Subject: Re: Can't Reload Full Guns

Posted by [StealthEye](#) on Thu, 15 Sep 2011 23:02:22 GMT

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We should make firing impossible if you're going to miss.

I reverted this change. Have fun arguing about it anyway!

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Subject: Re: Can't Reload Full Guns

Posted by [NACHO-ARG](#) on Thu, 15 Sep 2011 23:31:52 GMT

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you are the best person to talk whit here.

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Subject: Re: Can't Reload Full Guns

Posted by [Jerad2142](#) on Fri, 16 Sep 2011 04:34:23 GMT

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StealthEye wrote on Thu, 15 September 2011 17:02We should make firing impossible if you're going to miss.

Lol, thats what I was about to say.

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