Subject: hooking reload
Posted by robbyke on Thu, 27 Sep 2012 08:38:00 GMT
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is it possible to hook a reload (when manual or automatic)?

Subject: Re: hooking reload
Posted by jonwil on Thu, 27 Sep 2012 09:02:46 GMT
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No its not possible to hook weapon reload (not in 4.0 anyway)

Subject: Re: hooking reload
Posted by robbyke on Thu, 27 Sep 2012 09:14:50 GMT
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would it be possible to create it somehow or is it useless to do?

would be nice to be able to adjust ammo of specific weapons

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.

Subject: Re: hooking reload
Posted by robbyke on Fri, 28 Sep 2012 07:39:41 GMT
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that will work was just hoping there was a better way

Subject: Re: hooking reload
Posted by Jerad2142 on Fri, 28 Sep 2012 12:52:57 GMT

It's not a bad way by any means (yeah it would be if we had hooks but we don't), you'd have to be on a really shitty server before a timer with a delay of 0.1 looping though 127 playerIDs (1 - 127) ever has any real impact.