

---

Subject: Burst fire netcode glitch

Posted by [Veyrdite](#) on Tue, 02 Sep 2008 08:06:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Whenever you burst fire with a fast-firing weapon (and count how many bullets you have shot) the server will change the ammunition in your clip to a slightly different number of that you started with minus how many bullets you have shot.

In some circumstances, with rocket-launchers, I have been able to squeeze 7+ rockets out of a clip by timing my clicks.

I experience this while using either an auto-rifle and a chain-gun a lot while playing on overseas (high lag) servers.

Do you believe this is a tactic or a glitch that needs to be fixed?

---