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Subject: Re: Burst fire netcode glitch

Posted by [ErroR](#) on Sun, 07 Sep 2008 08:22:38 GMT

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there is one more bug if ur burst fire takes for example 20 of the ammo (burst ammo count i think) but u have for eg 10 it still shoots the same ammount of ammo. It costs 20 u have 10 it still takes 10 and does the same (with any ammo nr lower that the one it costs)

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