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Subject: Re: Is it possible to create a "I'm reloading!" alert?

Posted by [TNaismith](#) on Wed, 14 Jul 2010 00:49:10 GMT

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What you have offered onto the table already helps a lot. It is better to know the limitations and work-a-rounds we will be up against rather than not knowing at all.

Would what you described be tailored for a server-side addition, or would it be a script you would fiddle around with in Level Edit?

As for: "However, this would only work when the player runs out of bullets and is forced to reload, not when they manually reload (unless you altered the function to see if the currently loaded amount of bullets increased, although that was trigger after the event has happened and not exactly useful)."

I'll go to the adage that 'something is better than nothing', and say that even if this trigger would only work when players actually hit the '0' number on their clip (and not when they manually reload), it would be a stepping stone nonetheless towards what is attempting to be achieved/improved.

Appreciate the reply.

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