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

Posted by [R315r4z0r](#) on Sun, 15 Aug 2010 21:06:54 GMT

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To be honest, I really don't think this will change gameplay at all.

Renegade isn't the type of game where you exactly fear being hit by enemy bullets. Since you can take a bunch before you actually die, people just run out into the open and just exchange fire until someone dies. Not only that, but the magazines are extremely large AND it takes less than 3 seconds to reload.

Warning a teammate you are reloading wont do anything because it's not as if you are ducking in and out of cover and trying to prevent the enemy from advancing. Chances are your teammate really doesn't care if you're reloading or not because they are just going to attack with there all regardless if you are there or not.

A teammate wont attack the enemy just to cover you because you're reloading, they will attack the enemy because the enemy is there.

If I heard an audio sound like that from a teammate, the first thought that would cross my mind would be "Ok, you're reloading. That's great, what do you want me to do about it? I'm already shooting at the enemy."

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