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Subject: Re: Can't Reload Full Guns

Posted by [EvilWhiteDragon](#) on Mon, 12 Sep 2011 14:51:26 GMT

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I think we should make it a client-side option.

You can set it to "realism" or default. With "realism" you can always reload, but you lose whatever there is left in the clip. With default you can't reload when the weapon is full, but when you can and do reload you don't lose what's in the clip.

Yes, I'm just trolling now, just like you guys

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