Subject: Re: Can't Reload Full Guns
Posted by EvilWhiteDragon on Mon, 12 Sep 2011 19:23:48 GMT

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Jerad Gray wrote on Mon, 12 September 2011 21:14Starbuzz wrote on Mon, 12 September 2011 13:12lol it's not that big of a deal...I have already gotten used to it and don't even tap the R key anymore. imho, this is not worth troubling the TT team over.
Its not a big deal unless you have a weapon with a clip size of 1.

And you know, if there is no reason for it being there then it shouldn't be there at all, its one more thing that could randomly break.
Yeah, because code has the tendency to suddenly go haywire. Without reason... Seriously dude, do you have too much time on your hands or something? Go make new models for RP2 or finish Renhalo or do something useful.