

---

Subject: Re: Can't Reload Full Guns

Posted by [EvilWhiteDragon](#) on Tue, 13 Sep 2011 05:18:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Dethdeath wrote on Tue, 13 September 2011 01:21 EvilWhiteDragon wrote on Mon, 12 September 2011 19:24 So basically you're suggesting that it should just play the sounds and you're happy?

The best option would just be to remove whatever code alters the functionality entirely. Why is it a problem that an animation and sound is played while reloading a full clip? Do you think it's weird that players want TT to change Renegade as little as possible, outside of the bug fixes?

GEORGE ZIMMER wrote on Mon, 12 September 2011 22:40 wait

are you guys honestly complaining about not being able to stupidly reload when you don't need to, a situation that can (and often will) lead you to being killed mid-battle, to the point where you want to make it a client-side option?

what the fuck is wrong with you people

If you read up you may notice that the client-side option was suggested by EWD first.

Yes, because I do not see why it is such a problem for a lot of people. The arguments are usually rather self-focussed instead of valid for the majority of people. I'm all fine with a lot of people preferring it removed, but I also think that it is weird that off all thing things that have changed, this is the one that people can't get used to.

I mean, you can't really say that it is useful to reload with a full clip now can you? I see that it's like some kind of therapy for some, but that doesn't make it more sensible now does it?

---