
Subject: Re: Projectile tracers invisible

Posted by [Jerad2142](#) on Fri, 31 Jul 2015 15:35:24 GMT

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dblaney1 wrote on Thu, 30 July 2015 15:16 I've noticed this being a bit more frequent, especially on the stock turrets. This regression from what I have noticed occurred pretty late in the development sometime after march if I recall correctly.
So the reload syncing is probably the cause then.

I assumed we'd see a little trade off here, less fake bullets flying from clients that are actually reloading and not shooting, more invisible hits from clients that just finished reloading and started firing at other players.

All chop off about 1/4 of a second off of the remaining reload time of all objects that have had their reload synced, we'll see if that cleans it up.
