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Subject: Re: Projectile tracers invisible

Posted by [Jerad2142](#) on Tue, 11 Aug 2015 16:02:06 GMT

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I made it so single round clip weapons aren't synced regardless if this is the issue or not; its a waste of network calls if nothing else to sync a weapon that will be re-synced after shooting a round.

Changed my mind, now single clip weapons don't have their network update sent unless there is a manual reload, all other guns keep working as they did last update. Originally I was going to make it so only manual reloads were synced; however I realized this wouldn't fix clients that joined into the game after rounds had been fired thus leaving guns un-synced.

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