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Subject: Re: Projectile tracers invisible

Posted by [Jerad2142](#) on Tue, 11 Aug 2015 16:16:20 GMT

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dblaney1 wrote on Tue, 11 August 2015 10:07 What if the single round weapon has a script change its ammo count to higher and then reloads. This would reset it to 1 on the server but the other clients would still think it has the old ammo count.

Also, sometimes I click reload even on a 1 shot weapon. I know its weird but if I do that and then hold down the button while its reloading I think the other clients will see me fire even though I am reloading. I am not sure this issue has anything to do with the reload fix. I have seen it before the reload fix was implemented.

Haha looks like you were one step ahead of me, should have hit post sooner, the check is only done server side, it doesn't care how much ammo the client has.

If nothing else making it not send updates for single clip ammo weapons will save a tiny bit of bandwidth.

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