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Subject: Re: Scripts 4.3 RC3 is now available

Posted by [XD\\_ERROR\\_XD](#) on Fri, 27 Jan 2017 10:31:03 GMT

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Few questions:

Does this fix an issue where your current remaining magazine size gets changed if you pick up an ammo restoration powerup (example: gun still has 80 rounds in his clip, after powerup the clip goes down to let's say 76). Do you know if this is server related or script related?

I'm not sure on how to recreate this issue. But on sla.ro's coop server (where most weapons are set to infite clip size), the railgun and PIC's ammo in the current clip size sometimes desyncs with the server (i think), an effect from this is that after firing, the game delays the ammo from draining. This desyncs the reload animation from the actual ammo count, sometimes this give you your ammo back too quickly, sometimes too late, and your weapon reloads again. Is this what got fixed? Just wondering.

Is it possible to set the Net Update Rate to higher than 30?

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