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Subject: bullets

Posted by [Sniper\\_De7](#) on Thu, 26 May 2005 13:14:41 GMT

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are you able to fix how the automatics don't use all 100 ammo (at least it seems that way to me)

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Subject: bullets

Posted by [Kanezor](#) on Thu, 26 May 2005 15:44:54 GMT

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What are you referring to?

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Subject: bullets

Posted by [2000\\_years](#) on Thu, 26 May 2005 18:36:31 GMT

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do you mean sometimes when you shoot one tracer thingy off, it takes 2 ammo out? i always thought it was just lag? or maybe I'm nuts

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Subject: bullets

Posted by [Sniper\\_De7](#) on Fri, 27 May 2005 14:43:38 GMT

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Yeah.. To me it seems when I start shooting it takes more off from the counter than what I actually shot. because you can count the number of shots fired and see how many hit a wall and I'm pretty sure it takes more

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Subject: bullets

Posted by [flyingfox](#) on Fri, 27 May 2005 18:04:06 GMT

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I also think this is the reason people are able to do more damage to you than usual. just think, you fire 2 bullets at someone's head and the damage is actually the worth of 5 bullets, so you shot 5 bullets in the time it took to fire 2. Anyone think so?

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Subject: bullets

Posted by [Naamloos](#) on Fri, 27 May 2005 18:50:50 GMT

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Huh... They shoot all their bullets. I have no idea what you are talking about...

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I do often get 95+- bullets at the start of the game instead of 100. But that's probably just lag.

Try shooting the bullets one by one... Ofcourse you should click carefully since 0.3 second to long will fire a second bullet... Also don't try to count the bullet holes as they disapear once to many are on the map...

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Subject: bullets

Posted by [Kanezor](#) on Fri, 27 May 2005 19:17:13 GMT

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NaamloosI do often get 95+- bullets at the start of the game instead of 100. But that's probably just lag.I generally only get less-than-100 bullets when I keep clicking after I've died. This isn't Unreal Tournament ... you don't have to click to respawn.

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