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Subject: Sound effects fall behind when you switch weapons during reload

Posted by [Veyrdite](#) on Thu, 21 May 2009 10:53:08 GMT

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Currently if you reload a weapon and change to another while doing so the sound plays and the weapon does not get reloaded which is fair enough. However if you are moving, the reload sound does not follow you when you change weapon, instead stopping at whatever coords you were when you did so.

Not a critical bug, but mentionable as some longer reload sounds (eg PIC) can cause people to mis-judge where the enemy is.

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Subject: Re: Sound effects fall behind when you switch weapons during reload

Posted by [StealthEye](#) on Thu, 21 May 2009 16:38:01 GMT

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Probably won't fix this because I don't think it's easy and it's not critical, like you said. Thanks for reporting though.

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