Subject: Re: No reload serverside
Posted by Yrr on Wed, 28 Nov 2007 22:25:48 GMT

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Jerad Gray wrote on Wed, 28 November 2007 19:09Then Change the bullet count to -1, otherwise some scripts that use the drop in bullet count to detect the weapon is firing won't trigger.

Why shouldn't they detect a bullet count of 1? That's the STANDARD setting. A server-side bullet count diffrent from client WILL cause problems in future.