Realism is pretty much nonexistent in Renegade anyway... (For one, you should lose the bullets in your clip when you reload, and I'm sure you would stop reloading full weapons then.) Is firing one round and then reloading such a big issue for animation testing? You don't even have to empty the entire clip, just fire once.

I don't know why the reloads were blocked; I find it somewhat silly/unnecessary too; but I don't see the problem with it either. Whoever implemented the change (jonwil?), please post here on why it was necessary.