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Subject: Chargeup weapons bug

Posted by [GEORGE ZIMMER](#) on Thu, 03 Dec 2009 14:54:51 GMT

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So in LE, you can define how long a projectile takes to charge up to fire. However, if you have different chargeup times for the primary and secondary fire, it'll only use the primary fire's charge time for both primary AND secondary fire.

For example, if I have a laser rifle and make it have a powerful chargeup for a secondary fire, and the normal laser rifle attack doesn't charge up, then the secondary fire will also not charge up. Same applies if I switch that around, then the secondary fire would also have to charge up if I made primary fire have to charge up.

It might not seem too big of a deal, but small fixes like this to help Renegade can really go a long way. Especially with mods such as APB and Reborn.

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Subject: Re: Chargeup weapons bug

Posted by [Jerad2142](#) on Thu, 03 Dec 2009 18:38:27 GMT

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Yeah I brought this to their attention a while back, seems like one person said they'll look at it and another said there was nothing they could do, if I remember correctly.

In addition it doesn't cancel the changing time if you let up on the mouse, if you keep rapidly clicking it will fire anyways. Or if you just click once and time a second click at the end of its charge time it will fire. This of course can cause annoying consistency issues.

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