

**Broadcast the reloading animation over the
network v1.10
by Cyborg11 & kju**



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Description:

Now you can see other players reloading! This is a client-side only addon.

All clients need to have this addon. Otherwise the clients that are missing the addon can't see other players reloading and vice versa.

Known Issues:

- When a player reloads the magazine is still visible in the weapon (can't fix it)
- If you reload with the reload action in the action menu other players can't see you reloading. You have to press the reload button.

Included files in the archive:

- @CYBP_BroadcastReloadingAnimationFixMP
 - Addons
 - CYBP_BroadcastReloadingAnimationFixMP.pbo
 - CYBP_BroadcastReloadingAnimationFixMP.pbo.CYBP.bisign
- CYBP_BroadcastReloadingAnimationFixMP
- Server key
 - CYBP.bikey
- ReloadingAnimationFix.pdf

Required Addons:

This addon needs the Extended Eventhandlers which are included in the CBA addon.

If you don't have CBA yet, you can download it from [ArmAholiC](#).

Installation:

- Extract the '@CYBP_BroadcastReloadingAnimationFixMP' folder into your ArmA 2 folder
- Use an ArmA Launcher to start my addon (recommended)
- Or use the -mod= parameter: -mod=@CBA;@CYBP_BroadcastReloadingAnimationFixMP
- Server Admins: Copy the CYBP.bikey from the 'Server Key' folder to your keys folder

Changelog:

- version 1.1
 - Fixed: You hear the reloading sound from another player
 - Fixed: Addon works after Respawn and on Dedicated Server now
- version 1.0
 - first public release

Credits:

- Thanks to kju for helping me
- Thanks to Maco for testing the addon