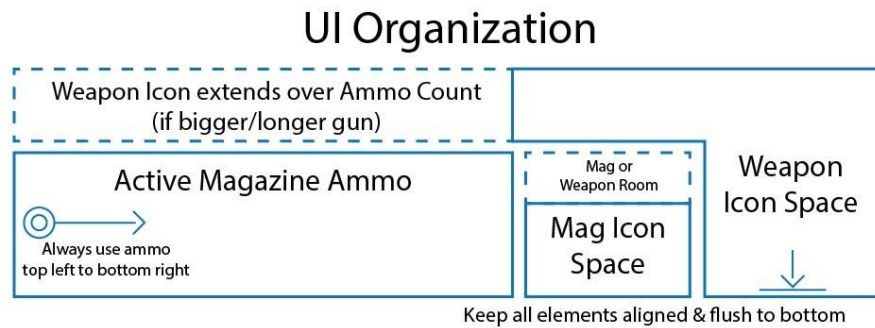
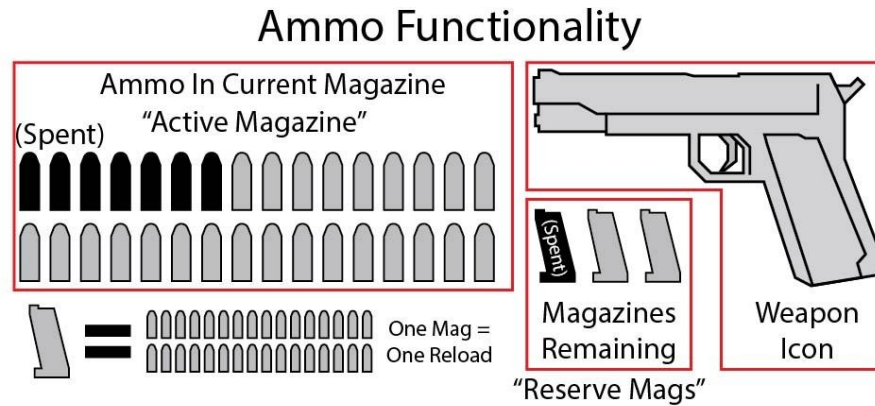


Ammo & Reloading

Weapons that use ammo utilize the following format for their storing and displaying their total ammo count.



Key Points:

- No numbers displayed: all visual
- When a Reserve Mag is consumed to refill the Active Magazine via Reloading, any ammo left in the Active Magazine prior to the Reload will vanish
 - "Drop-Mag" System
 - Reinforces disposability of weapons
 - Regardless of how full or empty the Active Magazine is, one full Reserve Mag will be consumed per Reload
- When a weapon has no more Reserve Mags, it cannot be reloaded
- Reserve Mags cannot be reacquired, nor can the Active Magazine be refilled in any way other than by consuming a Reserve Mag: once a weapon is spent, it is spent
- UI Layout organized to display as much information in the clearest, most useful manner possible
 - UI also somewhat flexible to allow for weapon variations
- Different weapons have different Magazine & Ammo counts

Reloading

Reloading is activated with the "R" Key (or the "X" button on controllers), and can only be used when holding a weapon that uses Ammo which is missing at least one Ammo from the Active Magazine. Reloading plays a Reload Animation of a fixed length based on the weapon reloaded, refills the Active Magazine to full, and consumes a Reserve Mag.

Reloading with Two Ammo-Based Weapons

Even with two weapons, Reloading remains a single press of the "R" Key (or the "X" button on controllers). As with single-weapon Reloading, a Reload can only be instigated when one or both Ammo-Based Weapons have at least one Ammo missing from the Active Magazine. **If one of the Ammo-Based Weapons has a full Active Magazine, it will not be Reloaded, and that Weapon will not lose a Reserve Mag.** Any Ammo-Based Weapon missing even one Ammo from its Active Magazine will have the Active Magazine refilled and a Reserve Mag consumed upon Reloading, excepting Weapons with no remaining Reserve Mags.

In short, Reloading Reloads both Weapons the player holds, excepting Weapons with full Active Magazines and Weapons with no remaining Reserve Mags.