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Subject: Unlimited ammo? And building health  
Posted by [bbtKiller](#) on Sat, 03 Sep 2005 11:30:53 GMT  
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Dear renegade players,

I'm busy to create my own Sniper mod. The mod is working fine. But I want to set unlimited ammo in it so nobody has to refill or die.

My question is: How do I do that?

I also want to disable that players will get points when they hit Harvester and/or a building of the enemy.

The snipermod is already so far that you only can buy snipers and nothing else (you also can't buy vehicles).

So if somebody can help me than I would be very happy .

Tnx, for you're help

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