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Subject: Re: What bullet/weapon related scripts should I add to 2.7?

Posted by [dudley](#) on Mon, 10 Apr 2006 01:57:09 GMT

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looks like a few new crates are coming (ammo set down to 1 clip each weap or something, weapon freeze crate - sets the ammo to 0 for a specific amount of time be4 it refills again)

refilling ammo automatically when entering your own structures or a vehicle might also be helpful sometimes when its possible to specify what weapon(s) exactly are being refilled

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