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Subject: Has anyone else used Set\_Bullets ()?

Posted by [=HT=T-Bird](#) on Sat, 10 Feb 2007 12:59:29 GMT

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WhitedragonThat doesn't seem to work right. While it does make the pistol start with 12 loaded bullets, the ammo count starts to display incorrectly once you fire and reload a few times.

^^ Is that a known issue with the Set\_Bullets() engine call? P.S. the bug is triggered by adding this line of code:

```
Set_Bullets (obj, "Weapon_Pistol_Player", 12);
```

```
to M00_GrantPowerup_Created::Created ()
```

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