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Subject: Re: [Plug-in] SSGM2.02 Commander BETA  
Posted by [TNaismith](#) on Wed, 20 May 2009 04:49:50 GMT  
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reborn,

Does the Ammo Drop feature drop 3 yellow ammo crates that stay infinitely for the rest of the game? (Like on St0rm's Extreme Co-op Server if you've ever been there)

To be more specific, if multiple players run across the yellow ammo box, does it disappear after the first player runs over? Or is it like, permanent?

(I believe the preset name for the yellow ammo box I'm talking about is  
CnC\_POW\_Ammo\_ClipMax)

Thanks for the work you've done on this already. I was just at Black-Cell's forums earlier today, and saw this exact same topic on the Commander System coding they had there. In fact, here is one of their more recent topics on 'Team Commander':

<http://forums.black-cell.net/index.php?topic=5760.0>

The way the ammo drop is described there, it seems more of something that can be picked up by only one person or is a destructible, one-time object.

Would you happen to be able to give any clarification on this? Or would I be better off asking the Black-Cell members themselves?

Regards,  
TNaismith

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