
Subject: Re: ssgm pistol ammo fix
Posted by [Gen_Blacky](#) on Fri, 29 Apr 2011 07:37:52 GMT
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iRANian wrote on Thu, 28 April 2011 06:50

fixes the pistol ammo not being refilled when you refill.

i use a timer to fix refilling (without this, the pistol behavior will change to no-reload when you refill).

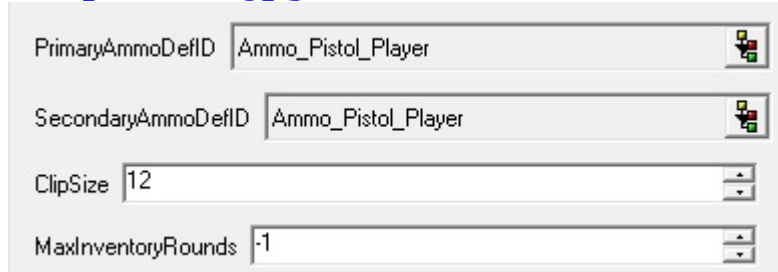
I have never seen this problem.

This is the default ammo settings for the pistol.
MaxInventory = -1 meaning unlimited ammo 999.

I don't see why you have to set the ammo. Doesn't matter if the player refills.

File Attachments

1) [pistol.jpg](#), downloaded 802 times



A screenshot of a game's configuration window for the pistol. It contains four settings:

- PrimaryAmmoDefID: Ammo_Pistol_Player
- SecondaryAmmoDefID: Ammo_Pistol_Player
- ClipSize: 12
- MaxInventoryRounds: -1

Each setting has a text input field and a small icon to its right.