
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).

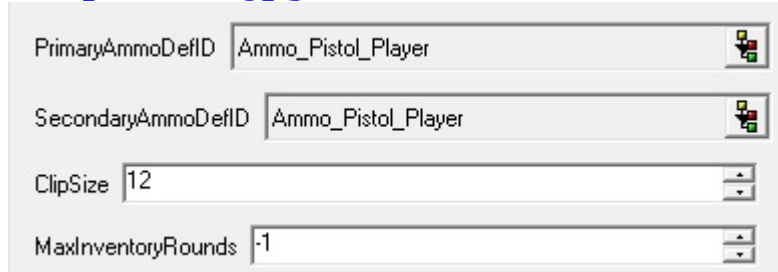
I have never seen this problem.

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 607 times



A screenshot of a game's configuration window showing settings for a pistol. The window has a light gray background and a thin border. It contains four rows of settings, each with a label on the left and a text input field on the right. The first two rows are for 'PrimaryAmmoDefID' and 'SecondaryAmmoDefID', both set to 'Ammo_Pistol_Player'. The third row is for 'ClipSize', set to '12'. The fourth row is for 'MaxInventoryRounds', set to '-1'. Each input field has a small icon to its right, and the last two rows have small up/down arrows to their right.

PrimaryAmmoDefID	Ammo_Pistol_Player
SecondaryAmmoDefID	Ammo_Pistol_Player
ClipSize	12
MaxInventoryRounds	-1