
Subject: Re: ssgm pistol ammo fix

Posted by [Gen_Blacky](#) on Fri, 29 Apr 2011 07:37:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

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

