Subject: Re: ssgm pistol ammo fix
Posted by robbyke on Sun, 08 May 2011 18:19:46 GMT
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I have a script that freezes a person if it gets hit with a railgun.

i didnt adjust the railgun its a script thats attached to the player now a railgun has alot of ammo i wanted to limit it so he actually had only 10 clips in his bag how can i do this server side?

ive tried modding objects.ddb but it wont work