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Subject: Re: Has\_Weapon

Posted by [Jerad2142](#) on Tue, 13 Sep 2011 01:37:48 GMT

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Xpert wrote on Mon, 12 September 2011 19:00 This stuff in SSGM doesn't work correctly. It's suppose to say ammunition acquired if the person HAS the weapon, but it says ammunition acquired even if they don't have the weapon.

Mind showing your code?

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