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Subject: [FIXED] Refill Hook Not working  
Posted by [halo2pac](#) on Sun, 18 Sep 2011 07:36:34 GMT  
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For some reason the  
bool H2PGunGame::OnRefill(GameObject \*purchaser)

does not do anything... I have tried returning false... but it doesnt work. This is the stock function with the plugin example so everything is initialized and declared.

any ideas?

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