Subject: Re: Cheaper units on the stock maps
Posted by iRANian on Sun, 08 Jan 2012 16:13:52 GMT
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Freezing the Harvester is possible too, but I'd rather have them be destroyed when the match gets reset, so it would emulate the start of a match (credits always get reset so there's no issue with that).

Okay, lemme get that working.

Here's a modified version of the infinite ammo plugin, I couldn't get the infinite ammo to work with the scripts.dll API commands to refill a player, but I was able to make it work by setting the ammo count of the weapon the player is holding to infinite manually 100 milliseconds after he purchased something, with checks to prevent C4 and beacons from getting infinite ammo.

File Attachments
1) SSGM 4.0 Infinite Ammo Plugin-Set Bullets v1.0.zip, downloaded 192 times