
Subject: Has anyone else used Set_Bullets ()?
Posted by [=HT=T-Bird](#) on Sat, 10 Feb 2007 12:59:29 GMT
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WhitedragonThat doesn't seem to work right. While it does make the pistol start with 12 loaded bullets, the ammo count starts to display incorrectly once you fire and reload a few times.

^^ Is that a known issue with the Set_Bullets() engine call? P.S. the bug is triggered by adding this line of code:

```
Set_Bullets (obj, "Weapon_Pistol_Player", 12);
```

```
to M00_GrantPowerup_Created::Created ()
```

Subject: Re: Has anyone else used Set_Bullets ()?
Posted by [Jerad2142](#) on Wed, 21 Feb 2007 18:05:17 GMT
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I think you have to attach it to the soldier actually.

Subject: Re: Has anyone else used Set_Bullets ()?
Posted by [=HT=T-Bird](#) on Wed, 21 Feb 2007 22:57:42 GMT
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Jerad Gray wrote on Wed, 21 February 2007 12:05I think you have to attach it to the soldier actually.

The script is already being attached to the soldiers by SSAOW.

Subject: Re: Has anyone else used Set_Bullets ()?
Posted by [Jerad2142](#) on Thu, 22 Feb 2007 03:44:43 GMT
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=HT=T-Bird wrote on Wed, 21 February 2007 15:57Jerad Gray wrote on Wed, 21 February 2007 12:05I think you have to attach it to the soldier actually.

The script is already being attached to the soldiers by SSAOW.

Ya, I know he said he was attaching it to power ups.
