
Subject: Start gun with full ammo

Posted by [Gen_Blacky](#) on Sat, 22 Sep 2007 08:40:50 GMT

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k so u know when you use m00_grant_powerup_created and the weapon you give player only has one clip how do i make it so player starts with full ammo

Subject: Re: Start gun with full ammo

Posted by [Lone0001](#) on Sat, 22 Sep 2007 14:01:55 GMT

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Add this with it a few times > CnC_POW_Ammo_ClipMax

And I think u need to do put it a few times for it to fill up your ammo completely

Subject: Re: Start gun with full ammo

Posted by [Gen_Blacky](#) on Sat, 22 Sep 2007 18:28:06 GMT

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k ill try that
