
Subject: No reload serverside

Posted by [Gen_Blacky](#) on Wed, 28 Nov 2007 01:24:11 GMT

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how do you make no reload server side.

Subject: Re: No reload serverside

Posted by [ExEric3](#) on Wed, 28 Nov 2007 07:02:04 GMT

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Change SprayCount and SprayBulletCost to 0 in CnC_Ammo_SniperRifle_Player.

Subject: Re: No reload serverside

Posted by [Yrr](#) on Wed, 28 Nov 2007 14:48:30 GMT

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SprayBulletCost only. SprayCount=0 would block any damage of the weapon against buildings (if needed). Additionally, it would cause false-positives on upcoming FireRate-Hack detections

Subject: Re: No reload serverside

Posted by [Jerad2142](#) on Wed, 28 Nov 2007 15:58:57 GMT

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Glad that you guys are here to help people cheat, otherwise I would have good cheat free games, but we can't have that.

Subject: Re: No reload serverside

Posted by [Caveman](#) on Wed, 28 Nov 2007 16:28:13 GMT

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Jerad Gray wrote on Wed, 28 November 2007 15:58 Glad that you guys are here to help people cheat, otherwise I would have good cheat free games, but we can't have that.

Huh? You've lost me...

Subject: Re: No reload serverside

Posted by [Yrr](#) on Wed, 28 Nov 2007 16:39:09 GMT

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Jerad Gray wrote on Wed, 28 November 2007 16:58 Glad that you guys are here to help people

cheat, otherwise I would have good cheat free games, but we can't have that.
We are talking about a server-side modification.

// where is my previous message gone? (same content)

Subject: Re: No reload serverside
Posted by [Jerad2142](#) on Wed, 28 Nov 2007 18:09:46 GMT
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Then Change the bullet count to -1, otherwise some scripts that use the drop in bullet count to detect the weapon is firing won't trigger.

Subject: Re: No reload serverside
Posted by [Yrr](#) on Wed, 28 Nov 2007 22:25:48 GMT
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Jerad Gray wrote on Wed, 28 November 2007 19:09 Then Change the bullet count to -1, otherwise some scripts that use the drop in bullet count to detect the weapon is firing won't trigger.

Why shouldn't they detect a bullet count of 1? That's the STANDARD setting. A server-side bullet count different from client WILL cause problems in future.

Subject: Re: No reload serverside
Posted by [Gen_Blacky](#) on Wed, 28 Nov 2007 22:26:03 GMT
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i set spay count to -1 didnt work server side but worked in lan , ill give it another try

Subject: Re: No reload serverside
Posted by [cAmpa](#) on Wed, 28 Nov 2007 22:38:27 GMT
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Quote:i set spay count to -1 didnt work server side but worked in lan , ill give it another try

Checked if the server loads your modded objects. ?
