
Subject: No reload mod

Posted by [Syther](#) on Wed, 23 Apr 2008 12:48:13 GMT

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Im wondering if anyone can help me Im wanting a no-reload sniper mod for my sniper server as I am starting a new community up and are looking for some good mods for my servers but if anyone can help me please let me know.

Website: <http://www.ug-gaming.6x.to/>

Gaming Tag: Tiny

Subject: Re: No reload mod

Posted by [cAmpa](#) on Wed, 23 Apr 2008 13:14:01 GMT

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<http://campa.ren-com.de/NoReloadMod.zip>

unzip in the server data folder.

When you're using SSGM rename the file in objects.gm or whatever it is set in your ssgm.ini

Subject: Re: No reload mod

Posted by [The Executor](#) on Wed, 23 Apr 2008 15:54:50 GMT

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Is this for a hack? Because the last two people that ask for a sniper mod for their server was wanting it for a hack.

Subject: Re: No reload mod

Posted by [cAmpa](#) on Wed, 23 Apr 2008 17:57:08 GMT

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It is a hack. A Serverside hack to freeze the munition.

Subject: Re: No reload mod

Posted by [cnc95fan](#) on Wed, 23 Apr 2008 18:31:02 GMT

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Obviosuly a hack, hey wait! It's that SASyther n00b who works with Renalpha on Tiberium Planet and Badmanh using botnets, everyone ignore him presently!

Subject: Re: No reload mod
Posted by [cAmpa](#) on Wed, 23 Apr 2008 19:20:40 GMT
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and who are you?

Subject: Re: No reload mod
Posted by [The Executor](#) on Wed, 23 Apr 2008 19:23:09 GMT
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He is cnc95, who else could he be. Also are you saying that they cheat or something?

Subject: Re: No reload mod
Posted by [cnc95fan](#) on Wed, 23 Apr 2008 20:02:25 GMT
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cAmpa wrote on Wed, 23 April 2008 14:20and who are you?
I'm cnc95fan, G?g
The Executor wrote on Wed, 23 April 2008 14:23He is cnc95, who else could he be. Also are you saying that they cheat or something?
No, not at all. He uses Botnets with badmanh.

Subject: Re: No reload mod
Posted by [Gen_Blacky](#) on Wed, 23 Apr 2008 22:31:07 GMT
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Many other people that play renegade have botnets

Subject: Re: No reload mod
Posted by [cnc95fan](#) on Thu, 24 Apr 2008 14:53:49 GMT
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Gen_Blacky wrote on Wed, 23 April 2008 17:31Many other people that play renegade have botnets
Uses Not has.

Subject: Re: No reload mod
Posted by [The Executor](#) on Thu, 24 Apr 2008 15:55:48 GMT
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What is a botnet?

Subject: Re: No reload mod
Posted by [cnc95fan](#) on Thu, 24 Apr 2008 16:12:15 GMT
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Use Google in future

Subject: Re: No reload mod
Posted by [The Executor](#) on Thu, 24 Apr 2008 16:25:29 GMT
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It was actually a dead question, I was not really wanting an answer. But thanks.

Subject: Re: No reload mod
Posted by [marcin205](#) on Fri, 23 Jan 2009 18:10:21 GMT
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some new link maybe lol?

Subject: Re: No reload mod
Posted by [YazooGang](#) on Fri, 23 Jan 2009 20:31:47 GMT
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This is not a cheat at all.

Of regular members with regular object.ddb enter a server with this objects.ddb, then they will have the no reload mod working because it reads from ServerSide.

But if a client has the no reload mod and joins a server with a regular object.ddb, then they are going to read the object.ddb from the server (regular, servers might have .gm ect)

So, i havent tested this, but i'm sure that that is how it works. Its not a cheat.
