
Subject: Infinite Ammo Mod

Posted by [GohanX](#) on Thu, 15 May 2008 00:55:55 GMT

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I just downloaded leveledit and the necessary tools to make the mod. Thing is, this is my first time doing this. I know this mod is downloadable, but I just want to try and make it on my own. Any help would be nice.

Subject: Re: Infinite Ammo Mod

Posted by [_SSnipe_](#) on Thu, 15 May 2008 00:57:32 GMT

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he wants 99 ammo and no reload

Subject: Re: Infinite Ammo Mod

Posted by [Canadacdn](#) on Thu, 15 May 2008 00:57:41 GMT

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GohanX wrote on Wed, 14 May 2008 17:55 I just downloaded leveledit and the necessary tools to make the mod. Thing is, this is my first time doing this. I know this mod is downloadable, but I just want to try and make it on my own. Any help would be nice.

More like: "How do I make cheats?"

Subject: Re: Infinite Ammo Mod

Posted by [GohanX](#) on Thu, 15 May 2008 01:00:26 GMT

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No...if I wanted cheats I would just go download *cheat name removed*/

It's for a server that I am admin at.

Subject: Re: Infinite Ammo Mod

Posted by [_SSnipe_](#) on Thu, 15 May 2008 01:12:54 GMT

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GohanX wrote on Wed, 14 May 2008 18:00 No...if I wanted cheats I would just go download *cheat name removed*/

It's for a server that I am admin at.

u already do have it!

Subject: Re: Infinite Ammo Mod
Posted by [GohanX](#) on Thu, 15 May 2008 01:18:51 GMT
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Also, I need to know how to setup no-reload as well. =/

Subject: Re: Infinite Ammo Mod
Posted by [_SSnipe_](#) on Thu, 15 May 2008 01:23:48 GMT
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GohanX wrote on Wed, 14 May 2008 18:18: Also, I need to know how to setup no-reload as well. =/
he does not deny

Subject: Re: Infinite Ammo Mod
Posted by [reborn](#) on Thu, 15 May 2008 09:56:46 GMT
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I'm not entirely sure, but I think it's impossible to do what you want in level edit. Someone will most likely prove me wrong now, but I'm pretty sure to do what you want to do you will have to make a new server scripts.dll file.

The infinite ammo is possible in level edit, but it would be just as easy to do that via the API aswell, using this "Enable_Infinite_Ammo();".

To make the no-reload part of the mod I would look at the following functions:

```
int Get_Current_Bullets(GameObject *obj); //Get loaded bullets for an objects current gun
```

```
void Set_Current_Bullets(GameObject *obj,int bullets); //Set current loaded bullets for an object
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You could attach a script to a player that has a timer, on the ::Created event it does something like this:

```
void reb_no_reload::Created(GameObject *obj) {  
Max = Get_Current_Clip_Max_Bullets(obj);  
Commands->Start_Timer(obj,this,1.0f,1);  
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Then on the timer expired event check what the current bullets are for that weapon, and if they are less then then Max value, set them to Max. Something like this:

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void reb_no_reload::Timer_Expired(GameObject *obj, int number) {  
if(number == 1){  
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Obviously Max would have to be defined in the header file, like this:

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This would only work if the player had one weapon only though, if he switched weapons it would mess up. To make it work with all weapons would take a little more effort... You would have to use "Get_Max_Total_Bullets(GameObject *obj,const char *weapon);" of "int Get_Position_Bullets(GameObject *obj,int position);" and the other Bullet functions that require you to tell it what gun you're talking about.

That's the way I would first look at making a no-reload mod, there is probably a better way, but i've just woken up

Subject: Re: Infinite Ammo Mod
Posted by [_SSnipe_](#) on Thu, 15 May 2008 16:58:46 GMT
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im pretty sure it can be done lvl edit....since people make hacks that way =/

Subject: Re: Infinite Ammo Mod
Posted by [BlueThen](#) on Thu, 15 May 2008 20:59:00 GMT
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Subject: Re: Infinite Ammo Mod
Posted by [_SSnipe_](#) on Thu, 15 May 2008 21:02:36 GMT
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Originally Blue wrote on Thu, 15 May 2008 13:59reborn wrote on Thu, 15 May 2008 04:56I'm not entirely sure, but I think it's impossible to do what you want in level edit. Someone will most likely prove me wrong now, but I'm pretty sure to do what you want to do you will have to make a new

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i was bored and tryed that,,,,i set -1 on clip and ammo and put 0 on the otehr sniper rifle but yet nothing chnaged

Subject: Re: Infinite Ammo Mod
Posted by [BlueThen](#) on Thu, 15 May 2008 21:39:07 GMT
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SSnipe wrote on Thu, 15 May 2008 16:02Originally Blue wrote on Thu, 15 May 2008 13:59reborn wrote on Thu, 15 May 2008 04:56I'm not entirely sure, but I think it's impossible to do what you want in level edit. Someone will most likely prove me wrong now, but I'm pretty sure to do what you want to do you will have to make a new server scripts.dll file.

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...way to fail at typing...

also, it works for me...

Subject: Re: Infinite Ammo Mod
Posted by [cnc95fan](#) on Thu, 15 May 2008 21:50:32 GMT
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Yeah, works fine.

Subject: Re: Infinite Ammo Mod
Posted by [_SSnipe_](#) on Thu, 15 May 2008 21:57:36 GMT
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cnc95fan wrote on Thu, 15 May 2008 14:50Yeah, works fine.

is there a auto regen on ammo script? i seen ti in servers and good way to be 2 cause if u need to take a ss and stuff it come up ur 4 shots per clip with 36 shots total like a normal sniper but since it regens you wont have to reload

Subject: Re: Infinite Ammo Mod
Posted by [ErroR](#) on Fri, 16 May 2008 16:00:49 GMT
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Originally Blue wrote on Thu, 15 May 2008 23:59reborn wrote on Thu, 15 May 2008 04:56I'm not entirely sure, but I think it's impossible to do what you want in level edit. Someone will most likely

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ya you set it to -1

Subject: Re: Infinite Ammo Mod
Posted by [renegade lover](#) on Fri, 16 May 2008 21:18:47 GMT
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Hey guys... well i edited the no reload thing on level edit, but now how would i apply it to my server?

Subject: Re: Infinite Ammo Mod
Posted by [Lone0001](#) on Sat, 17 May 2008 02:23:25 GMT
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Go into your LE folder and look for the folder you saved it to and then open up the "Presets" folder of that folder and take the objects.ddb from it and put it in the data folder of your server, then I would suggest making sure you have SSGM running on your server and make it use the objects file extension "gm" or "aow" then rename your objects file in the server data folder to objects.gm sounds like a lot of work but it's not that hard.

Subject: Re: Infinite Ammo Mod
Posted by [IAmFenix](#) on Fri, 23 May 2008 22:31:46 GMT
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Watch, this guy will get banned in awhile or already banned on a server.
