Subject: no reload
Posted by Nightma12 on Sun, 30 Aug 2009 18:14:03 GMT

Before I get yelled at.. yes ive searched

Im trying to make a no reload mod for one of my servers

Ive tried setting SprayCost to 0, ive tried setting clipsize to -1, ive tried 99999, ive tried SprayCost -1 - but nothing seems to work.

Yes my server is loading the objects, and yes im edited the correct ammo (ive been editing all of them, except the sniper rifle)

Subject: Re: no reload
Posted by ErroR on Sun, 30 Aug 2009 18:31:54 GMT

did you try to make the reload time 0.01? won't make a difference from a no reload imo

Subject: Re: no reload
Posted by cAmpa on Sun, 30 Aug 2009 18:41:57 GMT

Quote:Set_Bullets(obj, "Sniperpresetname", 999);
Set_Clip_Bullets(obj, "Sniperpresetname", 999);

This should do it without the ugly LE.