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Subject: [SSGM 4.0 Plugin] InfiniteAmmo  
Posted by [iRANian](#) on Wed, 07 Mar 2012 20:52:55 GMT  
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This plugin enables infinite ammo the same the option for SSGM 2.0.2 does.

To install, place 'InfiniteAmmo.dll' in the root FDS folder and add an entry under [Plugins] in SSGM.ini.

Contact me on [renegadeforums.com](http://renegadeforums.com) under the nick iRANian.

#### File Attachments

1) [Infinite Ammo SSGM 4.0 Plugin v4.zip](#), downloaded 203 times

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Subject: Re: [SSGM 4.0 Plugin] InfiniteAmmo  
Posted by [TORN](#) on Wed, 11 Apr 2012 15:04:07 GMT  
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I've been using this plugin, it's great.  
But is there a way to make spawn, drop, and character and weapon crates to have infinite ammo too?

Edit: Does this plugin only work with 4.0?

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Subject: Re: [SSGM 4.0 Plugin] InfiniteAmmo  
Posted by [iRANian](#) on Wed, 11 Apr 2012 16:38:03 GMT  
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Not sure, and yeah this only works with 4.0, ssgm 2.0.2 has it built-in as an option in ssgm.ini

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Subject: Re: [SSGM 4.0 Plugin] InfiniteAmmo  
Posted by [robbyke](#) on Wed, 11 Apr 2012 16:50:13 GMT  
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if i have some time ill try to look into it i think i now why it doesnt work if i post an update when ive tried it

here is my solution its just simple but does the job:

#### File Attachments

1) [Infinite Ammo SSGM 4.0 Plugin V1.1.rar](#), downloaded 168 times

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Subject: Re: [SSGM 4.0 Plugin] InfiniteAmmo  
Posted by [eatcow0](#) on Thu, 14 Jun 2012 21:21:35 GMT  
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Could someone update this to beta 5 please???  
Thank you!

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Subject: Re: [SSGM 4.0 Plugin] InfiniteAmmo  
Posted by [Xpert](#) on Fri, 15 Jun 2012 00:32:41 GMT  
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It works with beta 5.

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Subject: Re: [SSGM 4.0 Plugin] InfiniteAmmo  
Posted by [eatcow0](#) on Fri, 15 Jun 2012 04:23:08 GMT  
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Oh! The 1.1 version doesn't lol!!!

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Subject: Re: [SSGM 4.0 Plugin] InfiniteAmmo  
Posted by [Distrbd21](#) on Fri, 15 Jun 2012 05:06:38 GMT  
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Kinda figured you wanted the 1.1.

Try this out if it fails let me know and I will fix it.

Note: I'm a n00b at C++ so THAT MEANS I'm learning it still, If it fails I will try to fix it.

#### File Attachments

1) [Infinite Ammo SSGM 4.0 Pluginv1.2.zip](#), downloaded 129 times

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Subject: Re: [SSGM 4.0 Plugin] InfiniteAmmo  
Posted by [Xpert](#) on Fri, 15 Jun 2012 05:06:57 GMT  
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Iran's original build does. I currently use it.

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Subject: Re: [SSGM 4.0 Plugin] InfiniteAmmo  
Posted by [Distrbd21](#) on Fri, 15 Jun 2012 05:10:12 GMT

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Xpert wrote on Fri, 15 June 2012 00:06Iran's original build does. I currently use it. Yes but he wanted robs version of it because it works with the crates...

So I just went in and fixed it to work with beta 5.

Also Thanks zunnie for helping me out again.

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Subject: Re: [SSGM 4.0 Plugin] InfiniteAmmo  
Posted by [eatcow0](#) on Fri, 15 Jun 2012 20:34:00 GMT  
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thank you all!!!

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Subject: Re: [SSGM 4.0 Plugin] InfiniteAmmo  
Posted by [robbyke](#) on Sun, 17 Jun 2012 10:06:55 GMT  
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DistrbdSt0rm21 wrote on Fri, 15 June 2012 07:10Xpert wrote on Fri, 15 June 2012 00:06Iran's original build does. I currently use it. Yes but he wanted robs version of it because it works with the crates...

So I just went in and fixed it to work with beta 5.

Also Thanks zunnie for helping me out again.

you might be better of copying the code

or by sending a custom to each player as the code has been implemented for ammoregen

thats better than running multiple plugins

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Subject: Re: [SSGM 4.0 Plugin] InfiniteAmmo  
Posted by [Lazy5686](#) on Thu, 28 Jun 2012 16:05:35 GMT  
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I'm running iRan's...  
To get infinite ammo from crates/drops/pickups just refill.

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Subject: Re: [SSGM 4.0 Plugin] InfiniteAmmo  
Posted by [iRANian](#) on Mon, 02 Jul 2012 10:00:09 GMT  
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I've uploaded v2, the plugin will now every second set the clip bullet count of the weapon being held by every player to infinite. This should fix all the issues hopefully. As a result it might take up to a second for the clip bullet count to turn infinite.

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Subject: Re: [SSGM 4.0 Plugin] InfiniteAmmo  
Posted by [iRANian](#) on Sun, 08 Jul 2012 10:35:25 GMT  
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Xpert reported an annoying issue with one shot weapons so I redid the method I'm using, I'm now using the old SSGM 2.0.2 method with Whitedragon's help combined with some hacks.

Thanks to Xpert for helping me test and suggesting a solution for something important that was needed.

With this new version players not running Scripts 4.0 need to RELOAD (not refill) weapons picked up from weapon drop/weapon spawn. For them it'll also show 4.0 players as reloading when they're actually not, that's because the code is done client-side so I can't fix it.

I've attached version 3 to the first post in this topic.

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Subject: Re: [SSGM 4.0 Plugin] InfiniteAmmo  
Posted by [Xpert](#) on Sun, 08 Jul 2012 10:46:17 GMT  
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Works good

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Subject: Re: [SSGM 4.0 Plugin] InfiniteAmmo  
Posted by [iRANian](#) on Tue, 17 Jul 2012 07:51:21 GMT  
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Uploaded v4, there's a small optimization and C4 no longer gets refilled when picking up a powerup.

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