
Subject: [SSGM 4.0 Plugin] No Reload Snipers
Posted by [iRANian](#) on Fri, 06 Apr 2012 12:00:01 GMT
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This plugin will set the current bullets count on the weapon a player is holding (except C4 and beacons) to 4 bullets every one second.

Contact me on renegadeforums.com under the nick iRANian.

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

File Attachments

1) [No Reload Snipers SSGM 4.0 Plugin v1.zip](#), downloaded 250 times
