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Subject: Disable list

Posted by [Jellybe4n](#) on Tue, 17 May 2005 23:35:47 GMT

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We had a try ourselves at doing this, the Saks and Havocs spawned with 500 sniper rifles, but had ramjets aswel, but you couldnt use the ramjet, it looks stupid and people would never stop asking about it.

We also tried setting the ammo count to 2 bullets per round, it worked for the first round you got 2 bullets, but the second round was 4, then it went back to to 2 bullets per round, then 4 again, and so on.

Any ideas about about any of the above 2 problems ?

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