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Subject: Re: Unlimited ammo? And building health  
Posted by [Naamloos](#) on Sat, 03 Sep 2005 21:20:33 GMT  
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For unlimited ammo: In LE, go to Munitions > Weapons > Weapons\_Infantry > [name of weapon you want unlimited ammo for], then click on 'mod'. Go to the settings tab and scroll down until you see 'MaxInventoryRounds' and replace the number there with -1.

If you want no reload at all set 'ClipSize' to -1 too.

If this is for a map you should 'Temp' your weapons instead of 'Mod'. Doing so will create a 'clone' of that weapon and you can edit it for maps. However if you do you must also create a temp of everything else that uses it, all the way back to the purchase settings.

For the buildings: Also in LE, go to Buildings > [folder of building you want] > [building you want]. Again like above you can mod it and temp it. Go to the settings tab and set both DamagePoints and DeathPoints to 0. (same for vehicles)

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