Subject: Re: EKT Idiocy...
Posted by Ethenal on Sat, 01 Dec 2007 21:33:24 GMT

I will agree with you, it must be a glitch, as it's impossible to turn unlimited ammo on and off, as it has to load the objects.ddb for the ammo to even be changed, and once the objects.ddb is loaded it can't be unloaded (until Renegade is shut off).