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Subject: modifying weapons&ammos with serverside scripts.dll

Posted by [iRANian](#) on Tue, 26 Apr 2011 22:43:48 GMT

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i've been trying to change some of the values of weapons serverside but i havent been able to change the secondary ammo of a weapon & the damage of an ammo. But I have been able to set clip ammo & weapon bag ammo info as part of a fix i'm working on.

Is there a list of (weapon/ammo) settings that's possible to edit through scripts.dll serverside? Is it possible to create new weapons/ammos serverside?

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