Subject: ssgm pistol ammo fix
Posted by iRANian on Thu, 28 Apr 2011 13:50:02 GMT
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http://pastebin.ca/2051548

This fixes the pistol starting empty when you spawn with a character, it also fixes the pistol' ammo not being refilled when you refill.

Because BHS.dll's PT purchase hooks are broken in that they don't hook refills, i use a timer to fix refilling (without this, the pistol behavior will change to no-reload when you refill).

thanks to z310 and Leprosy for helping me test this. This is NOT tested on a big server, so test it yourself and report any bugs if you can find them.