
Subject: Re: ssgm pistol ammo fix
Posted by [Gen_Blacky](#) on Fri, 29 Apr 2011 21:15:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

The reason your getting the no reload bug is because your changing the pistol ammo. You shouldn't be editing the actual weapon you need to edit the powerup that the players are given.

Change GrantWeaponClips via code. "fixes the pistol starting empty"

It also fixed in scripts 4.0

File Attachments

1) [pistol2.jpg](#), downloaded 802 times

