
Subject: Re: [SSGM 4.0 Plugin] InfiniteAmmo
Posted by [robbyke](#) on Sun, 17 Jun 2012 10:06:55 GMT
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DistrbdSt0rm21 wrote on Fri, 15 June 2012 07:10Xpert wrote on Fri, 15 June 2012 00:06Iran's original build does. I currently use it.
Yes but he wanted robs version of it because it works with the crates...

So I just went in and fixed it to work with beta 5.

Also Thanks zunnie for helping me out again.

you might be better of copying the code

or by sending a custom to each player as the code has been implemented for ammoregen

thats better than running multiple plugins
