
Subject: Re: [SSGM 4.0 Plugin] InfiniteAmmo
Posted by [iRANian](#) on Mon, 02 Jul 2012 10:00:09 GMT
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I've uploaded v2, the plugin will now every second set the clip bullet count of the weapon being held by every player to infinite. This should fix all the issues hopefully. As a result it might take up to a second for the clip bullet count to turn infinite.
