
Subject: Re: [SSGM 4.0 Plugin] InfiniteAmmo
Posted by [iRANian](#) on Sun, 08 Jul 2012 10:35:25 GMT
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Xpert reported an annoying issue with one shot weapons so I redid the method I'm using, I'm now using the old SSGM 2.0.2 method with Whitedragon's help combined with some hacks.

Thanks to Xpert for helping me test and suggesting a solution for something important that was needed.

With this new version players not running Scripts 4.0 need to RELOAD (not refill) weapons picked up from weapon drop/weapon spawn. For them it'll also show 4.0 players as reloading when they're actually not, that's because the code is done client-side so I can't fix it.

I've attached version 3 to the first post in this topic.
