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Subject: Unlimited ammo? And building health  
Posted by [bbtKiller](#) on Sat, 03 Sep 2005 11:30:53 GMT  
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Dear renegade players,

I'm busy to create my own Sniper mod. The mod is working fine. But I want to set unlimited ammo in it so nobody has to refill or die.

My question is: How do I do that?

I also want to disable that players will get points when they hit Harvester and/or a building of the enemy.

The snipermod is already so far that you only can buy snipers and nothing else (you also can't buy vehicles).

So if somebody can help me than I would be very happy .

Tnx, for you're help

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Subject: Re: Unlimited ammo? And building health  
Posted by [bbtKiller](#) on Sat, 03 Sep 2005 18:31:07 GMT  
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Ok, I know now how to change my ammonution settings to unlimited.

i have to open bjects.ddb in the leveleditor of Renegade.

But now I have an other problem and that is that i need clipcount. I had Clipcount earlyer today and changed it. But When I wanted to change it on an other weapon (same way) I didn't had ClipCount anymore and leveleditor changed to a new layout. While I was busy with the mod :S.

If somebody could help me than I would be very happy.

Tnx, bbtKiller

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Subject: Re: Unlimited ammo? And building health  
Posted by [Naamloos](#) on Sat, 03 Sep 2005 21:20:33 GMT  
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For unlimited ammo: In LE, go to Munitions > Weapons > Weapons\_Infantry > [name of weapon you wan't unlimited ammo for], then click on 'mod'. Go to the settings tab and scroll down untill you see 'MaxInventoryRounds' and replace the number there with -1.

If you wan't no reload at all set 'ClipSize' to -1 too.

If this is for a map you should 'Temp' your weapons instead of 'Mod'. Doing so will create a 'clone' of that weapon and you can edit it for maps. However if you do you must also create a temp of everything else that uses it, all the way back to the purchase settings.

For the buildings: Also in LE, go to Buildings > [folder of building you wan't] > [building you wan't]. Again like above you can mod it and temp it. Go to the settings tab and set both DamagePoints and DeathPoints to 0. (same for vehicles)

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Subject: Re: Unlimited ammo? And building health  
Posted by [bbtKiller](#) on Sat, 03 Sep 2005 22:23:29 GMT  
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Tnx, I was searching on the wrong place .

many thnx for you're help :D:D

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Subject: Re: Unlimited ammo? And building health  
Posted by [ghost](#) on Sat, 03 Sep 2005 23:20:07 GMT  
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This mod sounds good...when its done let me know

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Subject: Re: Unlimited ammo? And building health  
Posted by [bbtKiller](#) on Sun, 04 Sep 2005 12:38:43 GMT  
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There is already a version online. It's only working with NightRegulator!

You can download this mod here or here.

The mod is called the SSAOW-Sniper-Mod.

The meaning of the mod was: Having the special commands of the SSAOW mod into a snipermod because i want to run a sniper mod. The mod iw working fine, but you can still destroy the buildings and I hope that I have disabled it now .

I'm also running a server with V1.0 on the European server. And the server name is:  
[NR]-[www.bbtKiller.tk]-snipe

I'm trying to keep this server online for 24/7.

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Subject: Re: Unlimited ammo? And building health  
Posted by [bbtKiller](#) on Sun, 04 Sep 2005 16:50:28 GMT  
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Naamloos wrote on Sat, 03 September 2005 16:20  
For the buildings: Also in LE, go to Buildings > [folder of building you wan't] > [building you wan't].  
Again like above you can mod it and temp it. Go to the settings tab and set both DamagePoints  
and DeathPoints to 0. (same for vehicles)

The Harvester settings are working but the buildings...

You still can destroy those :S And it's even going faster than normal (1 hit and the building will  
lose 3/4 of it's health :S)

please help me out of this one .

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Subject: Re: Unlimited ammo? And building health  
Posted by [Naamloos](#) on Sun, 04 Sep 2005 22:33:16 GMT  
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Uhhh, if they get damaged faster then you messed something up yourself.

There are 2 ways to make structures indestructable... First would be to give them 0 health,  
however i'm no server sided moding expert so I don't know how that will work incase you wanted  
this for a server. (possably the game will end after load because all structures are destroyed, I  
never tested this though)

Another way could be to change both 'Skin' and 'ShieldType' to 'blamo', this way the buildings  
can't get damaged (unless someone uses a 'blamokiller' ammo type, but that's not possable  
unless someone is cheating).

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Subject: Re: Unlimited ammo? And building health  
Posted by [Slash0x](#) on Tue, 06 Sep 2005 08:00:33 GMT  
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Naamloos wrote on Sun, 04 September 2005 18:33Uhhh, if they get damaged faster then you  
messed something up yourself.

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Another way could be to change both 'Skin' and 'ShieldType' to 'blamo', this way the buildings

can't get damaged (unless someone uses a 'blamokiller' ammo type, but that's not possible unless someone is cheating).

Set it up Blamo on Skin and Shield and put some value (usually 100) for the health value and the shield value. That should make them indestructible. I think you can also edit the building prefix so it doesn't associate with the buildings on the level, might want to try that. I haven't tried that myself, but the logic works.

Good luck with that! KUDOS!

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Subject: Re: Unlimited ammo? And building health  
Posted by [bbtKiller](#) on Tue, 06 Sep 2005 08:05:39 GMT  
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Nope, Blamo also didn't work.

But I've found it .

The skin and shield type must be set to none. Then your buildings are undestructible . It took a while but the result is on my server and soon on the internet .

Tnx all for your help and good luck with Renegade

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