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Subject: Weapon not reloaded on spawn  
Posted by [Nightma12](#) on Wed, 29 Jul 2009 15:32:08 GMT  
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Heya,

Im trying to add different weapons to a character when they spawn other than the preset defaults.

If i edit the preset server side and change the weapon, or edit the SSGM config to grant the weapon to the player on spawn. It always starts empty and the player has to reload when they select the weapon.

Is there anyway to fix this?

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Subject: Re: Weapon not reloaded on spawn  
Posted by [Xpert](#) on Wed, 29 Jul 2009 19:08:23 GMT  
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Isn't that a renegade bug, same issue with the pistol.

Let me ask, do you have unlimited ammo enabled?

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Subject: Re: Weapon not reloaded on spawn  
Posted by [Nightma12](#) on Wed, 29 Jul 2009 22:05:13 GMT  
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Thats what i thought, a renegade bug. But apparently a few servers have been able to fix it.

And yes, infinite ammo is enabled in the SSGM config.

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Subject: Re: Weapon not reloaded on spawn  
Posted by [nopol10](#) on Wed, 29 Jul 2009 23:15:00 GMT  
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I think servers running RR are able to overcome that problem.

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Subject: Re: Weapon not reloaded on spawn  
Posted by [HaTe](#) on Thu, 30 Jul 2009 02:04:32 GMT  
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nopol10 wrote on Wed, 29 July 2009 18:15| think servers running RR are able to overcome that

problem.

Some don't run rr and still have fixed it, Shadow-Team server has it, as soon as someone switches to the pistol, it is loaded.

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Subject: Re: Weapon not reloaded on spawn  
Posted by [Nightma12](#) on Thu, 30 Jul 2009 03:45:36 GMT  
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Dousnt RR crash when ran with BIATCH?

I know RR also has the features BIATCH has.. but ive coded all my mods to read from the BIATCH log files =/

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Subject: Re: Weapon not reloaded on spawn  
Posted by [cAmpa](#) on Thu, 30 Jul 2009 22:27:59 GMT  
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Grant\_Refill(); ? ;X

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Subject: Re: Weapon not reloaded on spawn  
Posted by [Nightma12](#) on Sun, 02 Aug 2009 17:24:37 GMT  
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dousnt work lol

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Subject: Re: Weapon not reloaded on spawn  
Posted by [Vaati19](#) on Sun, 02 Aug 2009 17:35:11 GMT  
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When you have infinite I think there is no solve on the problem

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Subject: Re: Weapon not reloaded on spawn  
Posted by [reborn](#) on Sun, 02 Aug 2009 17:51:53 GMT  
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I know it can be done promatically through the renegade API, if you need help with that I could lend some time to it.

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Subject: Re: Weapon not reloaded on spawn  
Posted by [Nightma12](#) on Mon, 03 Aug 2009 00:07:31 GMT  
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reborn wrote on Sun, 02 August 2009 12:51I know it can be done promatically through the renegade API, if you need help with that I could lend some time to it.

That would be \*VERY\* helpful if you could Thank you!

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Subject: Re: Weapon not reloaded on spawn  
Posted by [reborn](#) on Mon, 03 Aug 2009 13:11:33 GMT  
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Okay, I'll get to it in a day or so. All I plan on doing is iterating through there weapons and setting the clips ammo amount...

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