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Subject: modifying weapons&ammos with serverside scripts.dll

Posted by [iRANian](#) on Tue, 26 Apr 2011 22:43:48 GMT

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i've been trying to change some of the values of weapons serverside but i havent been able to change the secondary ammo of a weapon & the damage of an ammo. But I have been able to set clip ammo & weapon bag ammo info as part of a fix i'm working on.

Is there a list of (weapon/ammo) settings that's possible to edit through scripts.dll serverside? Is it possible to create new weapons/ammos serverside?

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Subject: Re: modifying weapons&ammos with serverside scripts.dll

Posted by [Hex](#) on Fri, 29 Apr 2011 14:05:40 GMT

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Damage is easy to change server side, use the damage hook to check what weapon is used then change the damage accordingly

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Subject: Re: modifying weapons&ammos with serverside scripts.dll

Posted by [iRANian](#) on Fri, 29 Apr 2011 15:38:41 GMT

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thanks, great idea.

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Subject: Re: modifying weapons&ammos with serverside scripts.dll

Posted by [robbyke](#) on Sun, 08 May 2011 18:01:02 GMT

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how did you adjust the weapon clip and bag stuff?

ive tried that with a weapon to but it didnt really work but i didnt really put any effort in it anymore because it was a bit to complicated for just some ammo

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Subject: Re: modifying weapons&ammos with serverside scripts.dll

Posted by [iRANian](#) on Sun, 08 May 2011 18:09:10 GMT

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see the pistol ammo fix in the mod release section

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