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Subject: unlimited ammo

Posted by [robbyke](#) on Tue, 20 Mar 2012 12:40:18 GMT

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why can i change the bag amount to infinite but not the clip amount

```
WeaponDefinitionClass *Def =  
(WeaponDefinitionClass*)DefinitionMgrClass::Find_Named_Definition(Get_Powerup_Weapon("P  
OW_Ammo_Regeneration"),true);
```

```
Def->ClipSize = 12; //doesnt work  
Def->MaxInventoryRounds = -1; //does work
```

and are these changes for 1 map or for all coming maps?

final goal :

editing the AI vehicle weapon definitions to be more like the player vehicle weapon definitions  
same for ammo definitions

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