
Subject: ssgm pistol ammo fix

Posted by [iRANian](#) on Thu, 28 Apr 2011 13:50:02 GMT

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<http://pastebin.ca/2051548>

This fixes the pistol starting empty when you spawn with a character, it also fixes the pistol' ammo not being refilled when you refill.

Because BHS.dll's PT purchase hooks are broken in that they don't hook refills, i use a timer to fix refilling (without this, the pistol behavior will change to no-reload when you refill).

thanks to z310 and Leprosy for helping me test this. This is NOT tested on a big server, so test it yourself and report any bugs if you can find them.

Subject: Re: ssgm pistol ammo fix

Posted by [Gen_Blacky](#) on Fri, 29 Apr 2011 07:37:52 GMT

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iRANian wrote on Thu, 28 April 2011 06:50

fixes the pistol ammo not being refilled when you refill.

i use a timer to fix refilling (without this, the pistol behavior will change to no-reload when you refill).

I have never seen this problem.





This is the default ammo settings for the pistol.

Maxinventory = -1 meaning unlimited ammo 999.

I don't see why you have to set the ammo. Doesn't matter if the player refills.

File Attachments

1) [pistol.jpg](#), downloaded 911 times

PrimaryAmmoDefID	Ammo_Pistol_Player	
SecondaryAmmoDefID	Ammo_Pistol_Player	
ClipSize	12	
MaxInventoryRounds	-1	

Subject: Re: ssgm pistol ammo fix
Posted by [iRANian](#) on Fri, 29 Apr 2011 11:30:52 GMT
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The sentences you quoted refer to two different things, without the loop the ammo gets set to the no-reload behavior you normally see on sniper servers. the "ammo not refilling when you refill" is a bug with the normal code that makes refilling not do anything for the pistol.

I honestly have no idea what the refill code is doing, but with all the settings I tried (this includes setting MaxInventory, either ammo is set to no-reload on spawn, on refill, or both). There was also a bug that made the current clip ammo get set to 0 after reloading thus it was endlessly looping. Are you saying you got it working without the timer loop? If not, try running the code without the loop, dunno if something else is affecting it.

I can see why you would logically think setting the ammo isn't required, but the engine/server behavior for weapons like the pistol is incredibly buggy and I made this fix after trying out four variables for a few hours.

this code should work on all weapons like the pistol (ClipSize not -1, MaxInventory -1). It could be optimized by triggering the refill specific code by detecting refills, but I haven't found a way to detect refills yet.

Subject: Re: ssgm pistol ammo fix
Posted by [Gen_Blacky](#) on Fri, 29 Apr 2011 21:15:50 GMT
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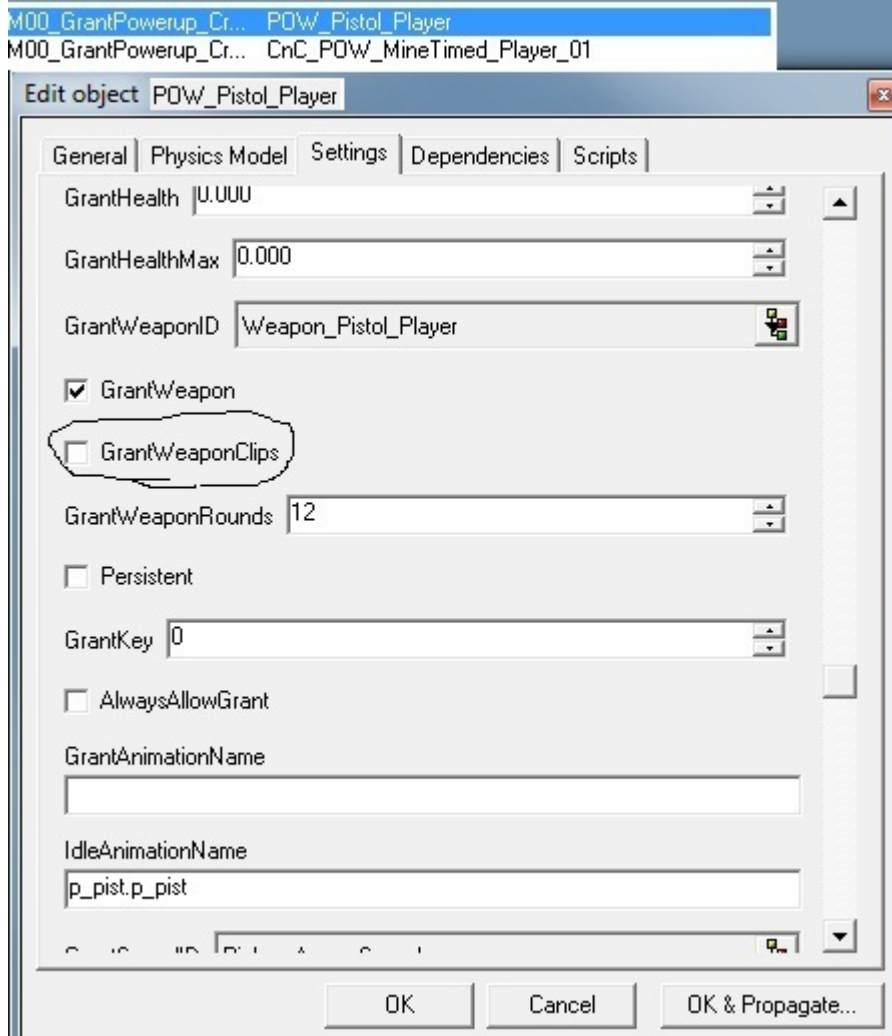
The reason your getting the no reload bug is because your changing the pistol ammo. You shouldn't be editing the actual weapon you need to edit the powerup that the players are given.

Change GrantWeaponClips via code. "fixes the pistol starting empty"

It also fixed in scripts 4.0

File Attachments

1) [pistol2.jpg](#), downloaded 881 times



Subject: Re: ssgm pistol ammo fix
Posted by [robbyke](#) on Sun, 08 May 2011 18:19:46 GMT
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I have a script that freezes a person if it gets hit with a railgun.

i didnt adjust the railgun its a script thats attached to the player now a railgun has alot of ammo i wanted to limit it so he actually had only 10 clips in his bag how can i do this server side?

ive tried modding objects.ddb but it wont work