
Subject: Re: ArmedObjects having NULL weapons in their weapon list
Posted by [Neijwiert](#) on Wed, 31 Dec 2014 14:46:14 GMT

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Then why is it called Nod_Turret_MP?

MP = Multiplayer.

Also you could just do Commands->Select_Weapon(obj, NULL); which deselected your weapon even if you have one. So there must be some logic for that.

EDIT:

Also there's a function called Deselect in WeaponBagClass.
