Subject: Re: ArmedObjects having NULL weapons in their weapon list
Posted by Neijwiert on Wed, 31 Dec 2014 14:54:50 GMT
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Jerad Gray wrote on Wed, 31 December 2014 07:49Neijwiert wrote on Wed, 31 December 2014 07:46Then why is it called Nod_Turret_MP?
MP = Multiplayer.
Also you could just do Commands->Select_Weapon(obj, NULL); whichs deselects 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.
And those functions might just switch to the NULL weapon is all I'm saying.

Either that or your just seeing the end of the list IE:
Weapon1->next = Weapon2
Weapon2->next = NULL

Yeah it could be indeed for deselecting but It's not the end of the list. I'm using a for loop starting with index 0 and going until WeaponBagClass::Get_Count(). Then every iteration I use WeaponBagClass::Peek_Weapon(int index) which is simply return WeaponList[index];