Subject: Re: ArmedObjects having NULL weapons in their weapon list
Posted by dblaney1 on Fri, 02 Jan 2015 21:28:56 GMT

Jerad Gray wrote on Fri, 02 January 2015 06:01Well if your using an array to be fast why throw some of those gains with an index check each time ;p

Not to mention you can walk right off the end of an array in c++ as well and even start changing adjacent memory.