
Subject: Re: How can I loop over all weapon definitions?
Posted by [Whitedragon](#) on Fri, 06 Jul 2012 21:39:40 GMT
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```
for (WeaponDefinitionClass *Def =  
(WeaponDefinitionClass*)DefinitionMgrClass::Get_First(0xB001);Def;Def =  
(WeaponDefinitionClass*)DefinitionMgrClass::Get_Next(Def,0xB001)) {
```
