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Subject: Re: ArmedObjects having NULL weapons in their weapon list

Posted by [Jerad2142](#) on Wed, 31 Dec 2014 14:39:23 GMT

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Neijwiert wrote on Wed, 31 December 2014 07:34: Is there a reason for this to happen? Same story as my other post regarding duplicate stock scripts. In the map C&C\_Hourglass.mix I have found that on LoadLevel the preset Nod\_Turret\_MP has a NULL WeaponClass pointer in their weapon list.

EDIT:

It appears that it concerns 2 different turrets with IDs:

1500244 and 1500245 they both have one NULL weapon in their weapon list.

I assume its for like in single player when you don't have any guns. They probably just leave the option to switch to the null weapon there so they don't have to add some hacky way to add a null weapon for empty hands/no weapon if no weapon gets selected. Or maybe your just seeing the end pointer of the list?

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