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

Posted by [Jerad2142](#) on Wed, 31 Dec 2014 14:49:30 GMT

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Neijwiert wrote on Wed, 31 December 2014 07:46 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.

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

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