
Subject: How can I loop over all weapon definitions?
Posted by [iRANian](#) on Fri, 06 Jul 2012 13:24:50 GMT
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Get_First_Definition() and Get_Next_Definition() from SSGM 2.0.2 don't work anymore, I need to be able to edit all the definition of all weapons loaded in the preset file. Too lazy to do this by hand.

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)) {
```

Subject: Re: How can I loop over all weapon definitions?
Posted by [iRANian](#) on Sat, 07 Jul 2012 10:01:51 GMT
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Thanks a bunch that works great.
