Subject: ArmedObjects having NULL weapons in their weapon list
Posted by Neijwiert on Wed, 31 Dec 2014 14:34:19 GMT
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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.

EDIT #2:
The same turrets do appear to have their correct weapon aswell:
Weapon_Turret_Cannon