Subject: Re: ArmedObjects having NULL weapons in their weapon list
Posted by Jerad2142 on Wed, 31 Dec 2014 15:28:56 GMT

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danpaul88 wrote on Wed, 31 December 2014 08:06As I recall index zero of the weapon bag is always a null "no weapon" weapon... jonwil could confirm that though.
Which would make sense, far easier to have a slot for no weapon then hacking in a special "no weapon" state into all the weapon functions.