
Subject: Re: ArmedObjects having NULL weapons in their weapon list
Posted by [Jerad2142](#) on Thu, 01 Jan 2015 15:29:46 GMT

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Neijwiert wrote on Wed, 31 December 2014 09:46Jerad Gray wrote on Wed, 31 December 2014 08:28danpaul88 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.

Well how I would do it is to have the WeaponIndex variable be -1. That saves 4 bytes of memory so you don't have to store the NULL pointer in the weapon list
However, if they stored them in an array instead of a linked list -1 could cause some pretty serious issues
