## Subject: Re: ArmedObjects having NULL weapons in their weapon list
Posted by dblaney1 on Thu, 01 Jan 2015 21:09:37 GMT

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Jerad Gray wrote on Thu, 01 January 2015 08:29Neijwiert 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

Arrays in c++ allows you to do some really bad things lol.