

fn_vbs_listTurrets



Introduced in	
Version:	1.20
Description	
Description:	Returns all vehicle turrets.
Syntax	
Syntax:	[vehicle, path] call fn_vbs_listTurrets
Parameters:	<ul style="list-style-type: none">vehicle: Object - Object to test.path: Boolean - If true, then returns turret paths (array); if false, then return configuration entries (optional, default: true).
Return Value:	Array - Either turret paths or configuration entries (depending on the <code>path</code> parameter).
Alternative Syntax	
Syntax:	vehicle call fn_vbs_listTurrets (<i>v1.31+</i>)
Parameters:	<ul style="list-style-type: none">vehicle: Object, Config-2 or String - Vehicle to test, in either object form, configuration path, or class name. Does not have to be nested within an array.
Return Value:	Array - Turret paths.
Warning	
When using functions in VBS versions older than 3.4 , certain limitations and requirements should be kept in mind - the main ones being that capitalization of the function name is crucial, and that #include "vbs2\headers\function_library.hpp" has to be included in every script that utilizes it. More Category VBS Scripting Functions .	
Examples	
Examples:	<pre>_turrets = [tank1] call fn_vbs_listTurrets // Might return: [[0],[0,0],[0,1]] _turrets = [car1,false] call fn_vbs_listTurrets; // Might return: [CfgVehicles/LandroverMG/Turrets/MainTurret] _turrets = ("mytankclass") call fn_vbs_listTurrets; // Might return: [[0,0]]</pre>
Additional Information	
See also:	listAllTurrets
Multiplayer:	
Problems:	

Notes

