

fn_vbs_getWeaponAndObjectCargo

VBS3
3.9.1

Introduced in	
Version:	3.9.1
Description	
Description:	<p>This function gets the weapon cargo of an object, and also the weapon object cargo (which is normally returned in a different array structure) and returns both in the array structure expected of getWeaponCargo.</p> <p>The intention behind writing this function is to aid searches of weapon cargo in contains that contain the new (at time of writing) weapon 'Objects' - as they are not returned by getWeaponCargo.</p> <p>Object weapons will be returned as separate categories with count 1.</p>
Syntax	
Syntax:	[unit] call fn_vbs_getWeaponAndObjectCargo
Parameters:	<ul style="list-style-type: none">unit: Object - Player or AI.
Return Value:	Array - similar format as in getWeaponCargo . Each object weapon will be returned as separate categories with count 1.
Examples	
Examples:	<pre>_weaponCargo = [player] call fn_vbs_getWeaponAndObjectCargo</pre>
Additional Information	
See also:	getWeaponCargo , getWeaponObjectsCargo

Notes