

addMagazineTurret



Introduced in	
Version:	2.00
Description	
Description:	Adds a magazine to the specified turret. Note: It is possible to create invalid combinations with this function. When doing so, the behavior is undefined.
Syntax	
Syntax:	vehicle addMagazineTurret [magazineName, turret]
Parameters:	<ul style="list-style-type: none">vehicle: Object - The vehicle.magazineName: String - Class name of the magazine to add.turret: Array - Turret path (use [-1] for vehicles without turrets).
Return Value:	Nothing
Examples	
Examples:	<pre>_tank addMagazineTurret ["SmokeLauncherMag",[0,0]]_tank addMagazineTurret ["20Rnd_120mmSABOT_M1A2", [0]]</pre>
Additional Information	
See also:	addMagazine , magazinesTurret , removeMagazinesTurret , removeMagazineTurret , weaponsTurret
Multiplayer:	
Problems:	

Notes