

reloadState



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| Introduced in | |
| Version: | 1.50 |
| Description | |
| Description: | Returns the reload status of a turret (more than one status could be returned). Can be: <ul style="list-style-type: none">• "NOAMMO" - No magazine in the chamber, waiting for first load.• "RELOADNEEDED" - Magazine empty, reload needed.• "RELOADPROGRESS" - Reloading in progress.• "CHAMBERFULL" - Round loaded and ready to fire.• "NOT PREPARED" - Turret not initialized yet. |
| Syntax | |
| Syntax: | vehicle reloadState turret |
| Parameters: | <ul style="list-style-type: none">• vehicle : Object - Vehicle to check.• turret: Array - Turret path. |
| Return Value: | Array - Reload statuses. |
| Examples | |
| Examples: | <pre>_status = tank1 reloadState [0]; // might return: ["CHAMBERFULL","MAGAZINENOTEMPTY"]</pre> |
| Additional Information | |
| See also: | needReload , weaponState , loadMagazine |
| Multiplayer: | |
| Problems: | |

Notes