

NetObject

Only available in VBS2 (V1.34+)

Special type of object, used with winches and joints.

NetObjects, like regular [Object](#) are serialized when the mission is saved, and when loaded re-reference the same Winch Or Joint.

Can be used with [isNull](#), or compared to [NetObjNull](#). Comparisons via `==` or `!=` are also possible.