

addMagazine



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| Introduced in | |
| Version: | 1.00 |
| Description | |
| Description: | Adds a magazine to a character. The number of magazines that can be added using this command is not limited to the magazine slots, allotted to a character (for example, it is possible to add hundreds of magazines). When equipping a character with a new weapon, executing <code>addMagazine</code> before the <code>addWeapon</code> command causes the weapon to start out as already loaded. |
| Syntax | |
| Syntax: | unit addMagazine magazineName |
| Parameters: | <ul style="list-style-type: none">unit: Object - Character to add a magazine to.magazineName: String - Magazine name. |
| Return Value: | Nothing |
| Examples | |
| Examples: | <pre>player addMagazine "M16"</pre> |
| Additional Information | |
| See also: | removeMagazine , removeMagazines , addWeapon |
| Multiplayer: | |
| Problems: | |

Notes

Posted on August 2, 2006 - 06:59

Hoz

If the unit has magazines already, you may need to use the commands [removeMagazine](#) or [removeMagazines](#) to make space for the mags you want to add.

Posted on February 21, 2010 - 20:13

Vigilante

In turreted vehicles the magazine is added to the first turret with `>> primaryGunner = 1;` `<<` set in the Vehicles turret config part (and the magazine is ONLY added to the very first turret if more than one is configged with `>> primaryGunner = 1;` `<<`).

Posted on May 12, 2010 - 20:09

Inkompetent

When wanting to add many magazines to an object's init-line it can be easier to use loops than to just repeat the `addMagazine` command.

If you want to add N magazines to an object either of the two below ways are handy, the first for fewer magazines, and the latter when you want to add many since it then is the easiest of the two to read.

{this addMagazine "magazineClassName"} forEach [1,2,3,...,N];

for "_i" from 0 to N-1 do {this addMagazine "magazineClassName"};