

magazines



Introduced in	
Version:	1.00
Description	
Description:	Returns an array of class names for all non-empty magazines a vehicle or unit owns.
Syntax	
Syntax:	magazines vehicle
Parameters:	<ul style="list-style-type: none">vehicle: Object - Unit or vehicle (if vehicle has multiple turrets, then only the primary turret is checked).
Return Value:	Array - Magazine class names.
Alternative Syntax	
Syntax:	magazines [vehicle,turret] (V1.60+)
Parameters:	<ul style="list-style-type: none">vehicle: Object - Vehicle with turrets.turret: Array - Turret to check.
Return Value:	Array - Magazine class names.
Examples	
Examples:	<pre>_mags = magazines player_mags = magazines [tank1,[0]]</pre>
Additional Information	
See also:	magazinesEx ammo
Multiplayer:	
Problems:	

Notes