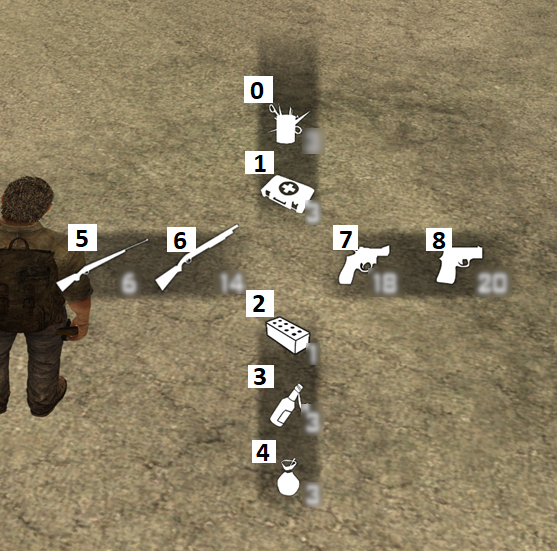


# Weapon menu textdraws indexes

Variable:

**ePlayerTextDrawInfo[playerid][e\_weapMenu\_Icons][ INDEX ]**



Variable:

**ePlayerTextDrawInfo[playerid][e\_weapMenu\_swapWeapIcons][ INDEX ]**

