

General Weapon.dat Standard (Thanks to gtamods.com by the contributions!)				
Identifier	Description			
A	The weapon name.			
B	Firing type. Can be: <i>MELEE</i> , <i>PROJECTILE</i> (grenades, molotovs, etc.), <i>INSTANT_HIT</i> (for guns), <i>USE</i> (goggles, detonator), <i>AFFECT_AREA</i> (spraycan, fire extinguisher), and <i>CAMERA</i> .			
C	The maximum distance a target can be aimed at.			
D	The maximum range of the weapon to cause damage.			
E	Model identifier of the primary weapon (defined inside			
F	Model identifier of the secondary weapon (apparently			
G, H	The time the primary weapon requires to be reloaded.			
I	The slot the weapon requires in the game.			
J	Animation group to be used.			
Weapon Fire Standard:				
Identifier	Description			
K	Ammunition in one clip.			
L	Damage done by one hit.			
M, N, O	X, Y, Z offset of the muzzle flash.			
P	Skill level (0-Poor, 1-Gangster, 2-Hitman, 3-Cop[Colt45			
Q	Required skill to achieve the level.			
R	Accuracy			
S	Strafing speed			
T	Starting time for animation.			
U	End time for animation.			
V	Point in animation to fire weapon (must be between T			
W, X, Y	Same as T, U, V, but used for firing while crouching.			
Z	Animation breakout time.			
a	Hex flags			
Melee Weapon Standard:				
Identifier	Description			
J	string baseCombo			
K	int numCombos			
L	hex flags			
Source: https://gtamods.com/wiki/Weapon.dat				
Weapon.dat Original Info:				
# ALL WEAPONS				
#-----				
#	A:	string weaponType		
#	B:	string eFireType		
#	C,D:	float targetRange, weaponRange		
#	E,F:	int modelId1, modelId2		
#	G,H:	int reloadSampleTime1, reloadSampleTime2		
#	I:	int weaponslot		
#				
#GUN DATA (use \$ identifier)				
#-----				
#	J:	AssocGroupId		
#	K:	int ammoClip		
#	L:	int damage		
#	M,N,O:	float fireOffset x, y, z		
#	P:	int skillLevel	0:POOR	1:STD 2:PRO
#	Q:	req stat level to get this weapon skill level		
#	R, S:	float accuracy (0.5 - 2.0f), move speed (0.5 - 1.5)		
#	T,U,V:	int animLoop start, end, fire		
#	W,X,Y:	int animLoop2 start, end, fire		
#	Z:	int breakoutTime		
#				
#	a:	hex flags		
#				
#	b,c:	float speed, radius		
#	d,e:	float lifespan, spread		
#				
# 1stDigit:	CANAIM:1	AIMWITHARM:2	1STPERSON:4	ONLYFREEAIM:8
# 2ndDigit:	MOVEAIM:1	MOVEFIRE:2		
# 3rdDigit:	THROW:1	HEAVY:2	CONTINUOUSFIRE:4	TWIN_PISTOL:8
# 4thDigit:	RELOAD:1	CROUCHFIRE:2	RELOAD2START:4	LONG_RELOAD:8
# 5thDigit:	SLOWSOWN:1	RANDSPEED:2	EXPANDS:4	
#				
# MELEE DATA (use £ identifier)				
#-----				
#	J:	string baseCombo		
#	K:	int numCombos		
#	L:	hex flags		