

GetPedTotalAmmo

This function returns an integer that contains the total ammo in a specified ped's weapon. See [Weapon Info](#)

Note: Clientside, this function will not return a correct value for remote player weapons that aren't in hand.

Syntax

```
int getPedTotalAmmo ( ped thePed, [ int weaponSlot = current ] )
```

OOP Syntax [Help! I don't understand this!](#)

Method: *ped:getTotalAmmo(...)*

Required Arguments

- **thePed:** The ped whose ammo you want to check.

Optional Arguments

- **weaponSlot:** an integer representing the weapon slot (set to the ped's current slot if not given)

Returns

Returns an int containing the total amount of ammo for the specified ped's weapon, or 0 if the ped specified is invalid.