

TakeWeapon

This function removes a specified weapon or ammo from a certain player's inventory.

Syntax

```
bool takeWeapon ( player thePlayer, int weaponId [, int ammo ] )
```

Required Arguments

- **thePlayer**: A player object referencing the specified player.
- **weaponId**: An integer that refers to a weapon that you wish to remove.

Optional Arguments

- **ammo**: If used, this amount of ammo will be taken instead and the weapon will not be removed.

Returns

Returns a *true* if the weapon/ammo was removed successfully, *false* otherwise.