

GetPedWeapon

This function tells you which weapon type is in a certain **weapon slot** of a ped.

Syntax

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

OOP Syntax Help! I don't understand this!

Method: *ped:getWeapon(...)*

Required Arguments

- **thePed:** the ped you want to get the weapon type from.

Optional Arguments

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

Returns

Returns an int indicating the type of the weapon the ped has in the specified slot. If the slot is empty, it returns 0.

It should be noted that if a ped runs out of ammo for a weapon, it will still return the ID of that weapon in the slot (even if it appears as if the ped does not have a weapon at all), though `getPedTotalAmmo` will return **0**. Therefore, `getPedTotalAmmo` should be used in conjunction with `getPedWeapon` in order to check if a ped has a weapon.