SetPickupType

This function allows changing the type of a pickup to a Weapon, Armour or Health pickup, and allows you to set the health points **or** the weapon and ammo that the pickup will give.

Syntax

```
bool setPickupType ( pickup thePickup, int theType, int amount/weapon/model [, int ammo ] )
```

Required Arguments

- **thePickup:** The pickup which you wish to change the settings of
- **theType**: An integer representing the type of pickup. You can choose from:
  - **0**: Health Pickup
  - **1**: Armour Pickup
  - **2**: Weapon Pickup
  - **3**: Custom Pickup
- **amount**: This is an integer representing the amount of Health points or Armour points a pickup has.

OR

- **weapon**: If the type is a Weapon pickup, then it represents the weapon ID of the weapon pickup the 'ammo' field must be entered if the type is Weapon Pickup.

OR

- **model**: If the pickup is a custom model, this is the model id to use. Many non-pickup models can be used, though some may cause crashes. The following is a list of models designed to be used as pickups.
  - **370:** Jetpack
  - **1240:** Health (heart)
  - **1242:** Armour
  - **1272:** House (blue)
  - **1273:** House (green)
  - **1274:** Money (dollar symbol)
  - **1277:** Save (floppy disk)

Optional Arguments

NOTE: When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **ammo**: An integer representing the amount of ammo a pickup contains. This argument is only valid when the pickup type is a Weapon Pickup, and must be specified in that case.

Returns

Returns *true* if successful, *false* otherwise.