Weapons

Scripting functions that ask for a weapon ID need an integer that refers to the GTASA weapon ID list. They are listed below.

> **Note:**
>
> - Clip size () denotes clip size when the weapon is dual wielded. Weapons without this specification are not dual wield weapons.
> - GTASA weapon stats will affect movement, accuracy, damage, and dual wield capability. See setPedStat to change these stats. The default NRP server package comes with a resource called "defaultStats" that sets GTASA weapon stats to 999. See the weapon stats link for more info.
> - For death reasons, especially in event handlers for onPlayerWasted or similar, also have a look at the Damage Types.
> - **Name** is compatible with functions getWeaponNameFromID, getWeaponIDFromName.

Slot	Type	Image	Name	ID	Model ID	Clip	Sharing slot ammo
0	Hand		Fist	0	-	-	-
			Brassknuckle	1	331	-	
1	Melee		Golfclub	2	333	-	-
			Nightstick	3	334	-	
			Knife	4	335	-	
			Bat	5	336	-	
			Shovel	6	337	-	
			Poolstick	7	338	-	
			Katana	8	339	-	
			Chainsaw	9	341	-	
2	Handguns		Colt 45	22	346	17 (34)	**No** *Replacing handgun resets slot 2 ammo*
			Silenced	23	347	17	
			Deagle	24	348	7	
3	Shotguns		Shotgun	25	349	1	Yes
			Sawed-off	26	350	2 (4)	
			Combat Shotgun	27	351	7	
4	Sub-Machine Guns		Uzi	28	352	50 (100)	Yes
			MP5	29	353	30	
			Tec-9	32	372	50 (100)	
5	Assault Rifles		AK-47	30	355	30	Yes
			M4	31	356	50	
6	Rifles		Rifle	33	357	1	**No** *Replacing rifle resets slot 6 ammo*
			Sniper	34	358	1	
7	Heavy Weapons		Rocket Launcher	35	359	1	**No** *Replacing heavy weapon resets slot 7 ammo*
			Rocket Launcher HS	36	360	1	
			Flamethrower	37	361	50	
			Minigun	38	362	500	
8	Projectiles		Grenade	16	342	1	**No** *Replacing projectile resets slot 8 ammo*
			Teargas	17	343	1	
			Molotov	18	344	1	
			Satchel	39	363	1	
9	Special 1		Spraycan	41	365	500	**No** *Replacing slot 9 weapon resets slot 9 ammo*
			Fire Extinguisher	42	366	500	
			Camera	43	367	36	
			Dildo	10	321	-	
			Dildo	11	322	-	

10	Gifts	Vibrator	12	323	-	-
		Flower	14	325	-	
		Cane	15	326	-	
11	Special 2	Nightvision	44	368	-	
		Infrared	45	369	-	-
		Parachute	46	371	-	
12	Satchel Detonator	Bomb	40	364	-	-

Lua table of all weapon IDs.

```
local weaponsID = {0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 22, 23, 24, 25, 26, 27, 28, 29, 32, 30, 31, 33, 34, 35, 36, 37, 38, 16, 17,
18, 39, 41, 42, 43, 10, 11, 12, 14, 15, 44, 45, 46, 40}
```

Lua table of all weapon IDs grouped by slot.

```
local weaponsBySlot = {
        [0] = {0, 1}, -- Hand
        [1] = {2, 3, 4, 5, 6, 7, 8, 9}, -- Melee
        [2] = {22, 23, 24}, -- Handguns
        [3] = {25, 26, 27}, -- Shotguns
        [4] = {28, 29, 32}, -- Sub-Machine Guns
        [5] = {30, 31}, -- Assault Rifles
        [6] = {33, 34}, -- Rifles
        [7] = {35, 36, 37, 38}, -- Heavy Weapons
        [8] = {16, 17, 18, 39}, -- Projectiles
        [9] = {41, 42, 43}, -- Special 1
        [10] = {10, 11, 12, 14, 15}, -- Gifts
        [11] = {44, 45, 46}, -- Special 2
        [12] = {40}, -- Satchel Detonator
}
```

Client Functions

- getOriginalWeaponProperty
- getSlotFromWeapon
- getWeaponIDFromName
- getWeaponNameFromID
- getWeaponProperty

Server Function

- getOriginalWeaponProperty
- getSlotFromWeapon
- getWeaponIDFromName
- getWeaponNameFromID
- getWeaponProperty
- giveWeapon
- setWeaponAmmo
- setWeaponProperty
- takeAllWeapons
- takeWeapon