

GetPickupType

This function retrieves the type of a pickup, either a health, armour or weapon pickup.

Syntax

```
int getPickupType ( pickup thePickup )
```

Required Arguments

- **thePickup:** The pickup you wish to retrieve the type of.

Returns

Returns *false* if the pickup is invalid, or an integer of the type of the pickup, which include:

- **0:** Health pickup
- **1:** Armour pickup
- **2:** Weapon pickup
- **3:** Custom Pickup