

GetWeaponFlags

This function gets the flags of a custom weapon.

Syntax

```
bool getWeaponFlags ( weapon theWeapon, string theFlag )
```

OOP Syntax Help! I don't understand this!

Method: *weapon:getFlags(...)*

Counterpart: *setWeaponFlags*

Required Arguments

- **theWeapon:** the weapon to get the flag of.
- **theFlag:** the weapon flag to get:
 - **disable_model:** makes the weapon and muzzle effect invisible or not.
 - **flags:** returns the flags used to get where the gun shoots at. These flags are (by order):
 - **checkBuildings:** allows the shoot to be blocked by GTA's internally placed buildings, i.e. the world map.
 - **checkCarTires:** allows the shoot to be blocked by vehicle tires.
 - **checkDummies:** allows the shoot to be blocked by GTA's internal dummies. These are not used in the current NRP version so this argument can be set to *false*.
 - **checkObjects:** allows the shoot to be blocked by objects.
 - **checkPeds:** allows the shoot to be blocked by peds and players.
 - **checkVehicles:** allows the shoot to be blocked by vehicles.
 - **checkSeeThroughStuff:** allows the shoot to be blocked by translucent game objects, e.g. glass.
 - **checkShootThroughStuff:** allows the shoot to be blocked by things that can be shot through.
 - **instant_reload:** if enabled, the weapon reloads instantly rather than waiting the reload time until shooting again.
 - **shoot_if_out_of_range:** if enabled, the weapon still fires its target beyond the weapon range distance.
 - **shoot_if_blocked:** if enabled, the weapon still fires its target even if it's blocked by something.

Returns

Returns the *true* or *false* on success (*flags* flag returns 8 values) if the flag is enabled or not. Returns *false* if the weapon element isn't valid or an error occurred.