SetWeaponTarget

This function sets the target of a custom weapon. There are 3 different targeting modes, which are explained below.

> **Note:** Custom weapons fire targets with no recoil (so they never miss a shot). If you want a custom weapon to take into account recoil, you will have to script it by firing at fixed coordinates.

OOP Syntax Help! I don't understand this!

Note: *Variable is read only.*
Method: *weapon:setTarget(...)*
Variable: *.target*
Counterpart: *getWeaponTarget*

Syntax (target an element)

Fires the weapon at a physical element.

```
bool setWeaponTarget ( weapon theWeapon, element theTarget [, int theComponent = 255 ] )
```

Required arguments

- **theWeapon:** The weapon to set the target of.
- **theTarget:** The element to shoot at. It can be a player, ped, vehicle or object.

Optional arguments

- **theComponent:** The component of the target to shoot at. This argument is only relevant when used in the following element types:
  - **Vehicles**:
    - **0**: front left tire.
    - **1**: front right tire.
    - **2**: rear left tire.
    - **3**: rear right tire.
    - **255**: center of the car (position returned by getElementPosition).
  - **Peds** (players **not** included; see getPedBonePosition to know where each bone is located):
    - **1:** *BONE_PELVIS1* position.
    - **2:** *BONE_PELVIS* position.
    - **3:** *BONE_SPINE1* position.
    - **4:** *BONE_UPPERTORSO* position.
    - **5:** *BONE_NECK* position.
    - **6:** *BONE_HEAD2* position.
    - **7:** *BONE_HEAD1* position.
    - **8:** *BONE_HEAD* position.
    - **21:** *BONE_RIGHTUPPERTORSO* position.
    - **22:** *BONE_RIGHTSHOULDER* position.
    - **23:** *BONE_RIGHTELBOW* position.
    - **24:** *BONE_RIGHTWRIST* position.
    - **25:** *BONE_RIGHTHAND* position.
    - **26:** *BONE_RIGHTTHUMB* position.
    - **31:** *BONE_LEFTUPPERTORSO* position.
    - **32:** *BONE_LEFTSHOULDER* position.
    - **33:** *BONE_LEFTELBOW* position.
    - **34:** *BONE_LEFTWRIST* position.
    - **35:** *BONE_LEFTHAND* position.
    - **36:** *BONE_LEFTTHUMB* position.
    - **41:** *BONE_LEFTHIP* position.
    - **42:** *BONE_LEFTKNEE* position.
    - **43:** *BONE_LEFTANKLE* position.
    - **44:** *BONE_LEFTFOOT* position.
    - **51:** *BONE_RIGHTHIP* position.
    - **52:** *BONE_RIGHTKNEE* position.
    - **53:** *BONE_RIGHTANKLE* position.
    - **54:** *BONE_RIGHTFOOT* position.

- **255**: center of the ped (position returned by getElementPosition).

Returns

Returns *true* on success, *false* otherwise.

Syntax (target a position)

Fires the weapon at the specified position.

```
bool setWeaponTarget ( weapon theWeapon, float targetX, float targetY, float targetZ )
```

Required arguments

- **theWeapon:** The weapon to set the target of.
- **targetX:** The target X.
- **targetY:** The target Y.
- **targetZ:** The target Z.

Returns

Returns *true* on success, *false* otherwise.

Syntax (rotational target)

Sets the weapon back to rotation based targeting. It will fire to its front.

```
bool setWeaponTarget ( weapon theWeapon, nil )
```

Required arguments

- **theWeapon:** The weapon to clear the target of.

Returns

Returns *true* on success, *false* otherwise.