GiveWeapon

giveWeapon gives a specified weapon to a certain player or ped. There is an optional argument to specify ammunition. For example, a melee weapon doesn't need an ammo argument.

> **Note:**
> - When setting ammo for weapons in slot 0,1,10,11 or 12, the ammo max is 1
> - When setting ammo for weapons in slot 3,4,5, the ammo is added
> - When setting ammo for weapons in slot 2,6,7,8,9 and the slot weapon is changing, the ammo is replaced

Syntax

```
bool giveWeapon ( ped thePlayer, int weapon [, int ammo=30, bool setAsCurrent=false ] )
```

Required Arguments

- **thePlayer:** A player or ped object referencing the specified player (or ped)
- **weapon:** A whole number integer that refers to a Weapon ID.

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:** A whole number integer serving as the ammo amount for the given weapon. For weapons that do not require ammo, such as melee, this should be at least 1.
- **setAsCurrent:** A boolean value determining whether or not the weapon will be set as the players current.

Returns

Returns *true* if weapon was successfully acquired, *false* otherwise.