

GetProjectileType

This function returns the type of the specified projectile.

Syntax

```
int getProjectileType ( projectile theProjectile )
```

OOP Syntax [Help! I don't understand this!](#)

Method: *projectile:getType(...)*
Variable: *.type*

Required Arguments

- **theProjectile:** The projectile element which type you want to retrieve.

Returns

Returns an integer over the type of the projectile or *false* if invalid arguments were passed.

ID	Name/Description
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16	Grenade
17	Tear Gas Grenade
18	Molotov
19	Rocket (simple)
20	Rocket (heat seeking)
21	Air Bomb
39	Satchel Charge
58	Hydra flare