# GetWeaponNameFromID

This function allows you to retrieve the name of a weapon from an ID.

> **Note:** You can also retrieve the name of other methods of death, such as Fall and Rammed.

## Syntax

```
string getWeaponNameFromID ( int id )
```

### Required Arguments

- **id:** The ID you wish to retrieve the name of

### Returns

Returns a string of the name of the weapon or death type, *false* otherwise. Names will be like these: (Ignoring case)

- brassknuckle
- golfclub
- nightstick
- knife
- bat
- shovel
- poolstick
- katana
- chainsaw
- dildo
- vibrator
- flower
- cane
- grenade
- teargas
- molotov
- colt 45
- silenced
- deagle
- shotgun
- sawed-off
- combat shotgun
- uzi
- mp5
- ak-47
- m4
- tec-9
- rifle
- sniper
- rocket launcher
- rocket launcher hs
- flamethrower
- minigun
- satchel
- bomb
- spraycan
- fire extinguisher
- camera
- nightvision
- infrared
- parachute