

GetWeaponClipAmmo

This function gets the amount of ammo left in a custom weapon's magazine/clip.

Syntax

```
int getWeaponClipAmmo ( weapon theWeapon )
```

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

Method: *weapon:getClipAmmo(...)*

Variable: *.clipAmmo*

Counterpart: *setWeaponClipAmmo*

Required Arguments

- **theWeapon:** the weapon to get the clip ammo of.

Returns

Returns the amount of ammo in the custom weapon's clip, *false* if an error occured.