

# ResetWeaponFiringRate

This function resets the firing rate of a custom weapon to the default one.

## Syntax

```
bool resetWeaponFiringRate ( weapon theWeapon )
```

**OOP Syntax** Help! I don't understand this!

**Method:** *weapon:resetFiringRate(...)*

## Required Arguments

- **theWeapon:** the weapon to reset the firing rate of.

## Returns

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