

FireWeapon

Fires one shot from a custom weapon.

Syntax

```
bool fireWeapon ( weapon theWeapon )
```

OOP Syntax Help! I don't understand this!

Method: *weapon:fire(...)*

Required Arguments

- **theWeapon:** The weapon to be fired.

Returns

Returns *true* if the shot weapon is valid and therefore the shot was fired, *false* otherwise.