

SetPedWeaponSlot

This function changes the selected weapon slot of a ped.

Syntax

```
bool setPedWeaponSlot ( ped thePed, int weaponSlot )
```

OOP Syntax Help! I don't understand this!

- Method:** *ped:setWeaponSlot(...)*
- Variable:** *.weaponSlot*
- Counterpart:** *getPedWeaponSlot*

Required Arguments

- **thePed:** the ped whose weapon slot you want to set. In a clientside script, this cannot be used on remote players.
- **weaponSlot:** the weapon slot to set.

Weapon Slots

- **0:** WEAPONSLOT_TYPE_UNARMED
- **1:** WEAPONSLOT_TYPE_MELEE
- **2:** WEAPONSLOT_TYPE_HANDGUN
- **3:** WEAPONSLOT_TYPE_SHOTGUN
- **4:** WEAPONSLOT_TYPE_SMG (used for driveby's)
- **5:** WEAPONSLOT_TYPE_RIFLE
- **6:** WEAPONSLOT_TYPE_SNIPER
- **7:** WEAPONSLOT_TYPE_HEAVY
- **8:** WEAPONSLOT_TYPE_THROWN
- **9:** WEAPONSLOT_TYPE_SPECIAL
- **10:** WEAPONSLOT_TYPE_GIFT
- **11:** WEAPONSLOT_TYPE_PARACHUTE
- **12:** WEAPONSLOT_TYPE_DETONATOR

Returns

Returns *true* if successful in setting the ped's equipped weapon slot, *false* otherwise.