

GetWeaponOwner

This function gets the owner of a custom weapon. Weapon ownership system was, however, disabled, so this function always returns *false*. Please refer to setWeaponOwner for details.

Syntax

bool getWeaponOwner (weapon theWeapon)

OOP Syntax Help! I don't understand this!

Note: *Pair is completely disabled at the moment (its value is nil).*

Method: *weapon:getOwner(...)*

Variable: *.owner*

Counterpart: *setWeaponOwner*

Required Arguments

- **theWeapon:** The weapon to get the owner of.

Returns

This function was intended to return the player which owns the custom weapon, and *false* if an error occured. However, at the moment it always returns *false*.