

GetWeaponIDFromName

This function will obtain the ID of a particular weapon from its name.

Syntax

```
int getWeaponIDFromName ( string name )
```

Required Arguments

- **name:** A string containing the name of the weapon. Names can be: (Case is ignored)

- brassknuckle
- golfclub
- nightstick
- knife
- bat
- shovel
- poolstick
- katana
- chainsaw
- dildo
- vibrator
- flower
- cane
- grenade
- teargas
- molotov
- colt 45
- silenced
- deagle
- shotgun
- sawed-off
- combat shotgun
- uzi
- mp5
- ak-47
- m4
- tec-9
- rifle
- sniper
- rocket launcher
- rocket launcher hs
- flamethrower
- minigun
- satchel
- bomb
- spraycan
- fire extinguisher
- camera
- nightvision
- infrared
- parachute

Returns

Returns an int if the name matches that of a weapon, *false* otherwise.