

# IsPedReloadingWeapon

This function is used to determine whether or not a ped is currently reloading their weapon. Useful to stop certain quick reload exploits.

## Syntax

```
bool isPedReloadingWeapon ( ped thePed )
```

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

**Method:** *ped:isReloadingWeapon(...)*

**Variable:** *.reloadingWeapon*

## Required Arguments

- **thePed:** The ped you are checking.

## Returns

Returns *true* if the ped is currently reloading a weapon, *false* otherwise.