

GetWeaponState

This function gets the state of a custom weapon.

Syntax

```
string getWeaponState ( weapon theWeapon )
```

OOP Syntax [Help! I don't understand this!](#)

Method: *weapon:getState(...)*

Variable: *.state*

Counterpart: *setWeaponState*

Required arguments

- **theWeapon:** the weapon to get the state of.

Returns

- A string if the weapon is valid, indicating the weapon state, which can be:
 - **reloading:** the weapon is reloading.
 - **firing:** the weapon is constantly shooting (unless any shooting blocking flags are set) according to its assigned firing rate.
 - **ready:** the weapon is idle.
- *false* if an error occured or the weapon is invalid.