

# GetWeaponAmmo

This function gets the total ammo a custom weapon has.

## Syntax

```
int getWeaponAmmo ( weapon theWeapon )
```

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

**Method:** *weapon:getAmmo(...)*

**Variable:** *.ammo*

**Counterpart:** *setWeaponAmmo*

## Required arguments

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

## Returns

Returns an integer containing how many ammo left has the weapon. Returns *false* if an error occured.