

CreateWeapon

Creates a custom weapon that can fire bullets. **Do not confuse this with player held weapons.**

Tip: Some weapons (such as the minigun) visually point to a slightly different direction to where they fire. To adjust this, use `setWeaponProperty` with `'fire_rotation'`. See the example below.

Syntax

`weapon createWeapon (string theType, float x, float y, float z)`

OOP Syntax Help! I don't understand this!

Method: *Weapon(...)*

Required Arguments

- **theType:** The weapon type which can be:
 - colt 45
 - silenced
 - deagle
 - uzi
 - mp5
 - ak-47
 - m4
 - tec-9
 - rifle
 - sniper
 - minigun

Other weapons can be used but they can't fire. Use `createProjectile` for projectile based weapons.

- **x:** The x position to create the weapon.
- **y:** The y position to create the weapon.
- **z:** The z position to create the weapon.

Returns

Returns a custom weapon element, which represents a weapon floating at that position.

Requirements

Minimum server version	n/a
Minimum client version	1.3.0-9.04555

Note: Using this feature requires the resource to have the above minimum version declared in the `meta.xml` `<min_nrp_version>` section. *e.g.* `<min_nrp_version client="1.3.0-9.04555" />`