GivePedWeapon

This function gives the specified weapon to the specified ped. This function can't be used on players, use giveWeapon for that.

This function is mainly useful for client side created peds however you can use it on a server side ped, though note that the weapon wouldn't be synced between clients unless your script gives the weapon to the ped on every client.

There is an optional argument to specify ammunition and whether to set as the current weapon. If you don't specify an ammo value it will give 30 ammo by default and for a melee weapon you can specify just 1 or above.

> **Note:**
>
> - When setting ammo for weapons in slot 0,1,10,11 or 12 the maximum ammo is 1
> - When setting ammo for weapons in slot 3,4,5 the ammo is added
> - When setting ammo for weapons in slot 2,6,7,8,9 and the slot weapon is changing, the ammo is replaced

Syntax

```
bool givePedWeapon ( ped thePed, int weapon [, int ammo=30, bool setAsCurrent=false ] )
```

Required Arguments

- **thePed:** A ped element.
- **weapon:** A whole number integer that refers to a Weapon ID. Click here for a list of possible weapon IDs.

Optional Arguments

NOTE: When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **ammo:** A whole number integer serving as the ammo amount for the given weapon. For weapons that do not require ammo, such as melee, this should be at least 1.
- **setAsCurrent:** A boolean value determining whether or not the weapon will be set as the peds currently selected weapon.

Returns

Returns *true* if weapon was successfully given to the ped, *false* otherwise.