GetPickupAmmo

This function retrieves the amount of ammo in a weapon pickup.

Syntax

```
int getPickupAmmo ( pickup thePickup )
```

Required Arguments

- **thePickup:** The pickup in which you wish to retrieve the ammo of

Returns

Returns an *integer* of the amount of ammo in the pickup, *false* if the pickup element is invalid, 0 if it's no weapon pickup.