

# SetWeaponProperty

Server

This function sets the weapon property of the specified weapons specified weapon type. See lower down the page for documentation related to weapon creation.

## Syntax

```
bool setWeaponProperty ( int weaponID/string weaponName, string weaponSkill, string property, int/float theValue )
```

## Required Arguments

- **weaponID:** The ID or name of the weapon you want to set a property of. Names can be:

- grenade
- teargas
- molotov
- colt 45
- silenced
- deagle
- shotgun
- sawed-off
- combat shotgun
- uzi
- mp5
- ak-47
- m4
- tec-9
- rifle
- sniper
- rocket launcher
- rocket launcher hs
- flamethrower
- minigun
- satchel
- bomb
- spraycan
- fire extinguisher
- camera

- **weaponSkill:** Either: "pro", "std" or "poor". The player must have this skill level set to have the effect.
- **property:** The property you want to set the value of:
  - "weapon\_range" - *float*
  - "target\_range" - *float* - **Max targeting range**
  - "accuracy" - *float*
  - "damage" - *int* - **Note: Changing the standard M4 stat will change how much damage vehicle guns (e.g: Rustler) do.**
  - "maximum\_clip\_amm0" - *int*
  - "move\_speed" - *float* - **How fast player can move with weapon**
  - "flags" - *int* - **(specify a flag to toggle it on/off) See Weapon Flags**
    - "flag\_aim\_no\_auto" - *bool* - **Disable auto up/down for non-aimed firing**
    - "flag\_aim\_arm" - *bool* - **Uses other arm for aiming**
    - "flag\_aim\_1st\_person" - *bool* - **Uses 1st person aim**
    - "flag\_aim\_free" - *bool* - **Can only use free aiming**
    - "flag\_move\_and\_aim" - *bool* - **Can move and aim at same time**
    - "flag\_move\_and\_shoot" - *bool* - **Can move and fire at same time**
    - "flag\_type\_throw" - *bool* - **Is a throwing weapon**
    - "flag\_type\_heavy" - *bool* - **Can't jump**
    - "flag\_type\_constant" - *bool* - **Fires every frame within loop (ie paint spray)**
    - "flag\_type\_dual" - *bool* - **Can use 2x guns at same time**
    - "flag\_anim\_reload" - *bool* - **Weapon has reload anims**
    - "flag\_anim\_crouch" - *bool* - **Has crouching anims**
    - "flag\_anim\_reload\_loop" - *bool* - **Loop from end of reload to fire loop start**
    - "flag\_anim\_reload\_long" - *bool* - **Force a longer reload time**

- "flag\_shot\_slows" - *bool* - **Slows down (area effect)**
- "flag\_shot\_rand\_speed" - *bool* - **Random speed (area effect)**
- "flag\_shot\_anim\_abrupt" - *bool* - **Force the anim to finish player after aim/fire rather than blending out (area effect)**
- "flag\_shot\_expands" - *bool* - **Expands (area effect)**
- "anim\_loop\_start" - *float* - **Start of aimed firing animation loop**
- "anim\_loop\_stop" - *float* - **End of aimed firing animation loop (Reduce to increase firing rate)**
- "anim\_loop\_bullet\_fire" - *float* - **Time in aimed firing animation when weapon should be fired (Must be between Start and End)**
- "anim2\_loop\_start" - *float* - **Start of non-aimed firing animation2 loop**
- "anim2\_loop\_stop" - *float* - **End of non-aimed firing animation2 loop (Reduce to increase crouch firing rate)**
- "anim2\_loop\_bullet\_fire" - *float* - **Time in non-aimed firing animation2 when weapon should be fired (Must be between Start and End)**
- "anim\_breakout\_time" - *float* - **Time after which player can break out of attack and run off**
- **theValue:** The value to set the property to.

## Returns

On success:

**bool:** Returns true if the weapon property was successfully set

On failure:

**bool:** Returns false if the weapon property was unable to be set

Client

The client side function only applies to custom weapons created client sided.

## Syntax

```
bool setWeaponProperty ( weapon theWeapon, string strProperty, value theValue )
```

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

**Method:** *weapon:setProperty(...)*  
**Counterpart:** *getWeaponProperty*

## Required Arguments

- **theWeapon:** the weapon to change the property of.
- **strProperty:** the property to edit:
  - "weapon\_range" - float
  - "target\_range" - float
  - "accuracy" - float
  - "damage" - int

ADDED/UPDATED IN VERSION 1.4 r6693:

- "fire\_rotation" - vector - *For aligning fire direction with model*

- **theValue:** The value to set the property to.

## Returns

Returns *true* if the property was set.