

SetWeaponFlags

This function sets a custom weapon flags, used to change how it behaves or finds a possible target to shoot.

Note: Do not confuse this function with `setWeaponProperty`. Although `setWeaponProperty` works with player-held weapons and custom weapons (in a limited extent), this function does not work with player-held weapons.

Syntax

```
bool setWeaponFlags ( weapon theWeapon, string theFlag, bool enable )
```

OOP Syntax [Help! I don't understand this!](#)

Method: *weapon:setFlags(...)*

Counterpart: *getWeaponFlags*

Required Arguments

- **theWeapon:** the weapon element to set the flag of.
- **theFlag:** the weapon flag to change (all of them can be *true* or *false*):
 - **disable_model:** makes the weapon and muzzle effect invisible or not.
 - **flags:** configures the flags used to get where the gun shoots at. They are based on `processLineOfSight`'s. You have to specify all the eight flags for the function to succeed. These flags are (by order):
 - **checkBuildings:** allows the shoot to be blocked by GTA's internally placed buildings, i.e. the world map.
 - **checkCarTires:** allows the shoot to be blocked by vehicle tires.
 - **checkDummies:** allows the shoot to be blocked by GTA's internal dummies. These are not used in the current NRP version so this argument can be set to *false*.
 - **checkObjects:** allows the shoot to be blocked by objects.
 - **checkPeds:** allows the shoot to be blocked by peds and players.
 - **checkVehicles:** allows the shoot to be blocked by vehicles.
 - **checkSeeThroughStuff:** allows the shoot to be blocked by translucent game objects, e.g. glass.
 - **checkShootThroughStuff:** allows the shoot to be blocked by things that can be shot through.
 - **instant_reload:** if enabled, the weapon will reload instantly rather than waiting the reload time until shooting again.
 - **shoot_if_out_of_range:** if enabled, the weapon will still fire its target beyond the weapon range distance.
 - **shoot_if_blocked:** if enabled, the weapon will still fire its target even if it's blocked by something.
- **enable:** whether to enable or disable the specified flag.

Returns

Returns *true* if all arguments are valid and the flags where changed; *false* otherwise.