

ReloadPedWeapon

This function makes a pedestrian reload their weapon.

Syntax

```
bool reloadPedWeapon ( ped thePed )
```

OOP Syntax Help! I don't understand this!

Method: *ped:reloadWeapon(...)*

Required Arguments

- **thePed:** The ped who will reload their weapon.

Returns

Returns *true* if the pedestrian was made to reload, or *false* if invalid arguments were passed or that pedestrian has a weapon which cannot be reloaded.

Note: this will fail but return true if

- 1) the ped is crouched and moving
- 2) the ped is using a weapon without clip ammo (or minigun/ flamethrower/ fire extinguisher)
- 3) the ped is using his weapon (shooting/ aiming)
- 4) the ped moved while crouching recently

Due to these circumstances causing problems with this function