

GetWeaponFiringRate

This gets the firing rate to be used when a custom weapon opens fire.

Syntax

```
int getWeaponFiringRate ( weapon theWeapon )
```

OOP Syntax Help! I don't understand this!

- Method:** *weapon:getFiringRate(...)*
- Variable:** *.firingRate*
- Counterpart:** *setWeaponFiringRate*

Required Arguments

- **theWeapon:** The weapon to modify the firing rate of.

Returns

Returns an *integer* with the firing rate of the custom weapon, *false* otherwise.