

Client-side function

GetPedWeaponMuzzlePosition

Returns the world position of the muzzle of the weapon that a ped is currently carrying. The weapon muzzle is the end of the gun barrel where the bullets/rockets/... come out.

The position may not be accurate if the ped is off screen.

Syntax

```
float, float, float getPedWeaponMuzzlePosition ( ped thePed )
```

Required Arguments

- **thePed:** the ped whose weapon muzzle position to retrieve.

Returns

If successful, returns the x/y/z coordinates of the weapon muzzle. Returns *false* otherwise.