

GetPedAmmoInClip

This function returns an integer that contains the ammo in a specified ped's weapon. See [Weapon Info](#)

Syntax

```
int getPedAmmoInClip ( ped thePed [, int weaponSlot = current ] )
```

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

Method: *ped:getAmmoInClip(...)*

Variable: *.ammoInClip*

Required Arguments

- **thePed:** The ped whose ammo you want to check.

Optional Arguments

- **weaponSlot:** an integer representing the weapon slot (set to the ped's currently selected slot if not specified).

Returns

Returns an int containing the amount of ammo in the specified ped's currently selected or specified clip, or 0 if the ped specified is invalid.