GetPedWeaponSlot

This function gets a ped's selected weapon slot.

Syntax

```
int getPedWeaponSlot ( ped thePed )
```

OOP Syntax Help! I don't understand this!

> **Method**: *ped:getWeaponSlot(...)*
> **Variable**: *.weaponSlot*
> **Counterpart**: *setPedWeaponSlot*

Required Arguments

- **thePed:** the ped to get the current weapon slot of.

Returns

Returns the selected weapon slot ID on success, *false* otherwise.

Weapon Slots

- **0:** WEAPONSLOT_TYPE_UNARMED
- **1:** WEAPONSLOT_TYPE_MELEE
- **2:** WEAPONSLOT_TYPE_HANDGUN
- **3:** WEAPONSLOT_TYPE_SHOTGUN
- **4:** WEAPONSLOT_TYPE_SMG (used for driveby's)
- **5:** WEAPONSLOT_TYPE_RIFLE
- **6:** WEAPONSLOT_TYPE_SNIPER
- **7:** WEAPONSLOT_TYPE_HEAVY
- **8:** WEAPONSLOT_TYPE_THROWN
- **9:** WEAPONSLOT_TYPE_SPECIAL
- **10:** WEAPONSLOT_TYPE_GIFT
- **11:** WEAPONSLOT_TYPE_PARACHUTE
- **12:** WEAPONSLOT_TYPE_DETONATOR