SetWeaponFiringRate

This function sets the firing rate to be used when a custom weapon is in *firing* state.

Syntax

```
bool setWeaponFiringRate ( weapon theWeapon, int firingRate )
```

OOP Syntax Help! I don't understand this!

>**Method**: *weapon:setFiringRate(...)*
>**Variable**: *.firingRate*
>**Counterpart**: *getWeaponFiringRate*

Required Arguments

- **theWeapon:** The weapon to modify the firing rate of.
- **firingRate:** The weapon firing rate. It seems to be a kind of frecuency value, so the lower the quicker the custom weapon will shoot.

Returns

Returns *true* on success, *false* otherwise.