

TakeAllWeapons

This function removes every weapons from a specified ped, rendering it unarmed.

Note: Weapons are removed when a ped dies by default. This means that it is only appropriate to use this function while a ped is alive.

Syntax

```
bool takeAllWeapons ( ped thePed )
```

Required Arguments

- **thePed:** A ped element referencing the specified ped

Returns

Returns *true* if the function succeeded, *false* otherwise.