

CreatePickup

This function creates a pickup element, which is placed in the GTA world and can be picked up to retrieve a health, armour or a weapon.

Syntax

```
pickup createPickup ( float x, float y, float z, int theType, int amount/weapon/model, [ int respawnTime = 30000, int ammo = 50 ] )
```

OOP Syntax Help! I don't understand this!

Method: *Pickup(...)*

Required Arguments

- **x:** A floating point number representing the X coordinate on the map.
- **y:** A floating point number representing the Y coordinate on the map.
- **z:** A floating point number representing the Z coordinate on the map.
- **theType:** This is an integer representing the type of pickup, representing the following types:
 - **0:** Health Pickup
 - **1:** Armour Pickup
 - **2:** Weapon Pickup
 - **3:** Custom Pickup
- **amount:** This is an integer representing the amount of Health points or Armour points a pickup has.

OR

- **weapon:** If the type is a Weapon pickup, then it represents the weapon ID of the weapon pickup. When used with the weapon pickup type set, the ammo parameter can be used.

OR

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- **model:** If the pickup is a custom model, this is the model id to use. Many non-pickup models can be used, though some may cause crashes. The following is a list of models designed to be used as pickups.
 - **1212:** Money (wad of cash)
 - **1239:** Info icon
 - **1240:** Health (heart)
 - **1241:** Adrenaline
 - **1242:** Armour
 - **1247:** Bribe
 - **1248:** GTA III sign
 - **1252:** Bomb from GTA III
 - **1253:** Photo op
 - **1254:** Skull
 - **1272:** House (blue)
 - **1273:** House (green)
 - **1274:** Money icon
 - **1275:** Blue t-shirt
 - **1276:** Tiki statue
 - **1277:** Save disk
 - **1279:** Drug bundle
 - **1310:** Parachute (with leg straps)
 - **1313:** 2 Skulls
 - **1314:** 2 Players icon
 - **1318:** Down arrow

OR Other ID Object

Optional Arguments

NOTE: When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **respawnTime:** How long before the pickup respawns in milliseconds (**This parameter is ignored on the**

client!)

- **ammo:** An integer representing the amount of ammo a pickup contains. This is only valid when the pickup type is a weapon pickup.

Returns

Returns pickup element if the pickup was created succesfully, otherwise returns *false*.