SetWeaponState

This function sets a custom weapon's state.

Syntax

```
bool setWeaponState ( weapon theWeapon, string theState )
```

OOP Syntax Help! I don't understand this!

> **Method**: *weapon:setState(...)*
> **Variable**: *.state*
> **Counterpart**: *getWeaponState*

Required Arguments

- **theWeapon**: the weapon you wish to set the state of.
- **theState**: the state you wish to set:
  - **reloading**: makes the weapon reload.
  - **firing**: makes the weapon constantly fire its target (unless any shooting blocking flags are set) according to its assigned firing rate.
  - **ready**: makes the weapon stop reloading or firing.

Returns

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