SetJetpackWeaponEnabled

This function sets a weapon usable while using the Jetpack.

> **Note:** colt 45, sawed-off, tec-9 and uzi are always enabled for the Jetpack and are not affected by this function

Syntax

```
bool setJetpackWeaponEnabled(string weapon, bool enabled)
```

Required Arguments

- **weapon** The weapon that's being set usable on a Jetpack. Names can be: (Case is ignored)

  - brassknuckle
  - golfclub
  - nightstick
  - knife
  - bat
  - shovel
  - poolstick
  - katana
  - chainsaw
  - dildo
  - vibrator
  - flower
  - cane
  - grenade
  - teargas
  - molotov
  - colt 45
  - silenced
  - deagle
  - shotgun
  - sawed-off
  - combat shotgun
  - uzi
  - mp5
  - ak-47
  - m4
  - tec-9
  - rifle
  - sniper
  - rocket launcher
  - rocket launcher hs
  - flamethrower
  - minigun
  - satchel
  - bomb
  - spraycan
  - fire extinguisher
  - camera
  - nightvision
  - infrared
  - parachute

- **enabled** A bool representing whether the weapon is enabled or disabled.

Returns

Returns true, else false if invalid arguments are passed.