GetWeaponTarget

This functions gets the target of a custom weapon.

Syntax

```
nil/element/float getWeaponTarget ( weapon theWeapon )
```

OOP Syntax Help! I don't understand this!

>   **Note**: *Variable is read only.*
>   **Method**: *weapon:getTarget(...)*
>   **Variable**: *.target*
>   **Counterpart**: *setWeaponTarget*

Required Arguments

- **theWeapon:** The weapon to get the target of.

Returns

- Returns the *target* of the custom weapon, which can be:
    - *nil* if the weapon is in rotation based targeting.
    - 3 floats if the weapon is firing at a fixed point.
    - an element if the weapon is firing an entity.
- Returns *false* if the weapon element is not valid.