

# GetJetpackWeaponEnabled

This function checks if a weapon is usable while on a Jetpack.

## Syntax

```
bool getJetpackWeaponEnabled(string weapon)
```

## Required Arguments

- **weapon:** The weapon that's being checked if it's usable on a Jetpack.

## Returns

Returns true if the weapon is enabled, else false if the weapon isn't or invalid arguments are passed.