

Client-side function

SetWeaponClipAmmo

This function sets the ammo left in a custom weapon's magazine/clip.

Syntax

```
bool setWeaponClipAmmo ( weapon theWeapon, int clipAmmo )
```

OOP Syntax Help! I don't understand this!

Method: *weapon:setClipAmmo(...)*
Variable: *.clipAmmo*
Counterpart: *getWeaponClipAmmo*

Required Arguments

- **theWeapon:** The weapon to set the clip ammo of.
- **clipAmmo:** The amount of ammo in the clip.

Returns

This function returns *true* if the arguments are valid and the weapon clip ammo could be changed; *false* otherwise.