

Shared function

GetPickupAmount

This function retrieves the amount of health or armor given from a pickup.

Syntax

```
int getPickupAmount ( pickup thePickup )
```

Required Arguments

- **thePickup:** The pickup you wish to retrieve the amount from.

Returns

Returns an *integer* of the amount the pickup is set to, *false* if it's invalid, 0 if it's no health or amor pickup.