

SetWeaponAmmo

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Sets the ammo to a certain amount for a specified weapon (if they already have it), regardless of current ammo.

Syntax

```
bool setWeaponAmmo ( player thePlayer, int weapon, int totalAmmo [, int ammoInClip = 0 ] )
```

Required Arguments

- **thePlayer:** A player object referencing the specified player
- **weapon:** A whole number integer that refers to a weapon ID.
- **totalAmmo:** A whole number integer serving as the total ammo amount for the given weapon (including ammo in clip).

Optional Arguments

NOTE: When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **ammoInClip:** The amount of ammo to set in the player's clip. This will be taken from the main ammo. If left unspecified or set to 0, the current clip will remain.

Returns

Returns a boolean value *true* or *false* that tells you if it was successful or not.