

# getPlayerWeapon

From Mafia2-Online

## Description

This function is used to return the players current (holding) weapon.

## Parameters

(int playerid)
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int playerid	The ID of the player
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## Example

```
?
1function customEventFnc( playerid )
2{
3    log( getPlayerName( playerid ) + " current weapon is: " + getPlayerWeapon( playerid ) );
4}
5addEventHandler ( "customEvent", customEventFnc );
```

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