

givePlayerWeapon

From Mafia2-Online

Description

This function is used to give a player a weapon.

Parameters

```
(int playerid, int weaponid, int ammo)
```

int playerid	The ID of the player
int weaponid	The weapon ID
int ammo	The amount of ammo to give

Example

```
?  
1function playerSpawnEvent( playerid )  
2{  
3    givePlayerWeapon( playerid, 9, 100 );  
4    return 1;  
5}  
6addEventHandler( "onPlayerSpawn", playerSpawnEvent );
```

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