

# removePlayerWeapon

From Mafia2-Online

## Description

This function is used to remove ammo and/or a weapon from a player

## Parameters

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

int playerid      The ID of the player

int weaponid      The weapon ID

int ammo          (Optional) The amount of ammo to remove, if empty or 0 the weapon will be removed

## Example

```
?
1function playerSpawnEvent( playerid )
2{
3    removePlayerWeapon( playerid, 9, 0 );
4    return 1;
5}
6addEventHandler( "onPlayerSpawn", playerSpawnEvent );
```

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