# getWeaponIdFromName

From Mafia2-Online

### **Description**

This function is used to return the weapon id from name

#### **Parameters**

```
(string name)

string name The weaponName that we want to get the ID
```

#### **Return Values**

• int - If the id is found, return it otherwise return INVALID\_ENTITY\_ID

## **Example**

```
?
laddCommandHandler( "name",
    function( playerid, name)
    {
        console.log('WeaponId : '+GetWeaponIdFromName(name));
    }
}
```

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■ This page was last modified on 9 December 2015, at 14:32.