

# fn\_vbs\_selectedWeaponType



<b>Introduced in</b>	
<b>Version:</b>	1.31
<b>Description</b>	
<b>Description:</b>	Returns the type of weapon the unit is currently using. Does not return the class name of the weapon used, but rather whether it is the primary weapon (for example, a rifle), secondary weapon (for example, launcher) or a handgun.  If the specified object is not a unit, or if the unit is unarmed or in a vehicle, or the weapon is on the back or holstered, then "NONE" is returned.  <b>Note:</b> Before V3.4, not reliable for launchers or pistols held in the safety position.
<b>Syntax</b>	
<b>Syntax:</b>	unit call <b>fn_vbs_selectedWeaponType</b>
<b>Parameters:</b>	<ul style="list-style-type: none"><li>unit: <a href="#">Object</a> - Player or AI.</li></ul>
<b>Return Value:</b>	<a href="#">String</a> - One of "PRIMARY", "SECONDARY", "PISTOL", "NONE" .
<b>Warning</b>	
When using functions in VBS versions <b>older than 3.4</b> , certain limitations and requirements should be kept in mind - the main ones being that capitalization of the function name is crucial, and that <b>#include "vbs2\headers\function_library.hpp"</b> has to be included in every script that utilizes it. More <a href="#">Category VBS Scripting Functions</a> .	
<b>Examples</b>	
<b>Examples:</b>	<pre>_weap = player call fn_vbs_selectedWeaponType;</pre>
<b>Additional Information</b>	
<b>See also:</b>	<a href="#">primaryWeapon</a> , <a href="#">secondaryWeapon</a> , <a href="#">PistolWeapon</a>
<b>Multiplayer:</b>	
<b>Problems:</b>	

## Notes