

IsPedOnGround

This function is used to determine whether or not a ped is on the ground. This is for on-foot usage only.

Syntax

```
bool isPedOnGround ( ped thePed )
```

OOP Syntax Help! I don't understand this!

Method: *ped:isOnGround(...)*
Variable: *.onGround*

Required Arguments

- **thePed:** The ped you are checking.

Returns

Returns *true* if the ped is on foot and on the ground, *false* otherwise, even if he is in a car that stands still or on object outside world map.