

SetPedWalkingStyle

Sets the walking style of a ped. A walking style consists of a set of animations that are used for walking, running etc.

Syntax

```
bool setPedWalkingStyle ( ped thePed, int style )
```

OOP Syntax Help! I don't understand this!

- Method:** *ped:setWalkingStyle(...)*
- Variable:** *.walkingStyle*
- Counterpart:** *getPedWalkingStyle*

Required Arguments

- **thePed:** the ped whose walking style to change.
- **style:** the walking style to set.

The possible walking styles are:

MOVE_DEFAULT	0
MOVE_PLAYER	54
MOVE_PLAYER_FAT	55
MOVE_PLAYER_MUSCULAR	56
MOVE_ROCKET	57
MOVE_ROCKET_FAT	58
MOVE_ROCKET_MUSCULAR	59
MOVE_ARMED	60
MOVE_ARMED_FAT	61
MOVE_ARMED_MUSCULAR	62
MOVE_BASEBALLBAT	63
MOVE_BASEBALLBAT_FAT	64
MOVE_BASEBALLBAT_MUSCULAR	65
MOVE_CHAINSAW	66
MOVE_CHAINSAW_FAT	67
MOVE_CHAINSAW_MUSCULAR	68
MOVE_SNEAK	69
MOVE_JETPACK	70
MOVE_MAN	118
MOVE_SHUFFLE	119
MOVE_OLDMAN	120
MOVE_GANG1	121
MOVE_GANG2	122
MOVE_OLDFATMAN	123
MOVE_FATMAN	124
MOVE_JOGGER	125
MOVE_DRUNKMAN	126
MOVE_BLINDMAN	127
MOVE_SWAT	128
MOVE_WOMAN	129
MOVE_SHOPPING	130
MOVE_BUSYWOMAN	131
MOVE_SEXYWOMAN	132
MOVE_PRO	133
MOVE_OLDWOMAN	134
MOVE_FATWOMAN	135
MOVE_JOGWOMAN	136
MOVE_OLDFATWOMAN	137
MOVE_SKATE	138

Returns

Returns *true* if successful, *false* otherwise.