

SetPedOxygenLevel

This function allows you to set the oxygen level of a ped.

Syntax

```
bool setPedOxygenLevel ( ped thePed, float oxygen )
```

OOP Syntax [Help! I don't understand this!](#)

Method: *ped:setOxygenLevel(...)*

Variable: *.oxygenLevel*

Counterpart: *getPedOxygenLevel*

Required Arguments

- **thePed:** the ped whose oxygen level you want to modify.
- **oxygen:** the amount of oxygen you want to set on the ped. Native values are from 0 to 1000. Each of the stamina (22) and underwater stamina (225) stat maximum adds a bonus of 1500. So the maximum oxygen level is 4000.

Returns

Returns *true* if the oxygen level was changed succesfully. Returns *false* if an invalid ped and/or oxygen level was specified.