IsPedBleeding

This function gets the state of a player's or ped's bleeding effect.

Syntax

```
bool isPedBleeding ( ped thePed )
```

OOP Syntax Help! I don't understand this!

> **Method**: *ped:isBleeding(...)*
> **Variable**: *.bleeding*
> **Counterpart**: *setPedBleeding*

Required Arguments

- **thePed:** The player or ped whose bleeding effect state you want to get.

Returns

Returns *true* if the player or ped is bleeding, *false* otherwise.