

Client-side function

# GetPedTargetCollision

This function allows retrieval of where a ped's target is blocked. It will only be blocked if there is an obstacle within a ped's target range.

## Syntax

```
float float float getPedTargetCollision ( ped targetingPed )
```

## Required Arguments

- **targetingPed:** This is the ped whose target collision you wish to retrieve

## Returns

Returns three floats, *x,y,z*, representing the position where the ped's target collides, or *false* if it was unsuccessful.