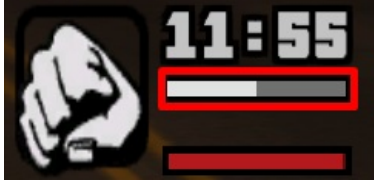# SetPedArmor

This function allows you to set the armor value of a ped. Function also added client-side.

Syntax

```
bool setPedArmor ( ped thePed, float armor )
```


Armor bar on the hud

OOP Syntax Help! I don't understand this!

>   **Method**: *ped:setArmor(...)*
>   **Variable**: *.armor*
>   **Counterpart**: *getPedArmor*

Required Arguments

- **thePed**: the ped whose armor you want to modify.
- **armor**: the amount of armor you want to set on the ped. Valid values are from 0 to 100.

Returns

Returns *true* if the armor was changed succesfully. Returns *false* if an invalid ped was specified, or the armor value specified is out of acceptable range.