GetPedArmor

This function returns the current armor of the specified ped.

Syntax

```
float getPedArmor ( ped thePed )
```

OOP Syntax Help! I don't understand this!

> **Method**: *ped:getArmor(...)*
> **Variable**: *.armor*
> **Counterpart**: *setPedArmor*

Required Arguments

- **thePed:** The ped whose armor you want to check

Returns

A *float* with the armor, *false* if an invalid ped was given.