SetPedAnimationProgress

Sets the current animation progress of a player or ped.

Syntax

```
bool setPedAnimationProgress ( ped thePed [, string anim, float progress ] )
```

OOP Syntax Help! I don't understand this!

> **Method**: *ped:setAnimationProgress(...)*

Required Arguments

- **thePed:** the player or ped you want to change animation progress.

Optional Arguments

- **anim:** the animation name currently applied to ped, if not supplied, the animation will stop
- **progress:** current animation progress you want to apply, value from 0.0 to 1.0, if not supplied will default to 0.0

Returns

Returns *true* if successful, *false* otherwise.