

# SetPedWearingJetpack

This function is used to give or take a jetpack from a ped, it won't work if the ped is in a vehicle.

As such, you should either expect it to fail sometimes, or repeatedly try to give a jetpack every second or so until `isPedWearingJetpack` returns true. Alternatively, you can force the ped into a 'safe' position (e.g. standing on the ground) before giving the jetpack, or use a pickup to handle it.

## Syntax

```
bool setPedWearingJetpack ( ped thePed, bool state )
```



Player wearing a jetpack

**OOP Syntax** Help! I don't understand this!

**Method:** *ped:setWearingJetpack(...)*

**Variable:** *jetpack*

## Required Arguments

- **thePed:** The ped you want to give a jetpack to.
- **state:** A boolean representing whether to give or take the jetpack.

## Returns

Returns *true* if a jetpack was successfully set for the ped, *false* if setting it failed.