IsPedChoking

This function checks if the specified ped is choking (coughing) or not. This happens as a result of weapons that produce smoke - smoke grenades, fire extinguisher and the spray can.

Syntax

```
bool isPedChoking ( ped thePed )
```

OOP Syntax Help! I don't understand this!

      Method: *ped:isChoking(...)*
      Variable: *.choking*
      Counterpart: *setPedChoking*

Required Arguments

- **thePed**: The ped you wish to check

Returns

Returns *true* if the ped is choking, *false* otherwise.