

Client-side function

# GetPedControlState

Checks whether a ped or the localplayer has a certain control pressed.

## Syntax

```
bool getPedControlState ( ped thePed, string control )
```

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

**Method:** *Ped:getControlState(...)*

## Required Arguments

- **thePed:** the ped you want to check.
- **control:** the control to get the status of. See control names for a list of valid names.

## Returns

Returns *true* if the ped is pressing the specified control, *false* if not or an invalid argument was passed.