

# CanPedBeKnockedOffBike

This function checks if the given ped can fall off bikes.

## Syntax

`bool canPedBeKnockedOffBike ( ped thePed )`

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

**Method:** *ped:canBeKnockedOffBike(...)*  
**Counterpart:** *setPedCanBeKnockedOffBike*

## Required Arguments

- **thePed:** the ped you want to check.

## Returns

Returns *true* if the ped can be knocked off bikes, *false* if he cannot or an invalid element was passed.