

IsPedDucked

This function checks if the specified ped is ducked (crouched) or not.

Syntax

```
bool isPedDucked ( ped thePed )
```

OOP Syntax Help! I don't understand this!

Method: *ped:isDucked(...)*
Variable: *.ducked*

Required Arguments

- **thePed:** The ped to check.

Returns

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