

# SetPedGravity

This function sets the gravity level of a ped.

## Syntax

```
bool setPedGravity ( ped thePed, float gravity )
```

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

- Method:** *ped:setGravity(...)*
- Variable:** *.gravity*
- Counterpart:** *getPedGravity*

## Required Arguments

- **thePed:** The ped whose gravity to change.
- **level:** The level of gravity (default is 0.008).

## Returns

Returns *true* if the gravity was successfully set, *false* otherwise