

GetPedGravity

This function returns the current gravity for the specified ped. The default gravity is 0.008.

Syntax

```
float getPedGravity ( ped thePed )
```

OOP Syntax [Help! I don't understand this!](#)

- Method:** *ped:getGravity(...)*
- Variable:** *.gravity*
- Counterpart:** *setPedGravity*

Required Arguments

- **thePed:** The ped whose gravity you want to check.

Returns

Returns a float indicating the ped's gravity, or *false* if the ped is invalid. Default value is 0.008.