

SetPedAnalogControlState

Sets an analog state of a specified ped's control, as if they pressed or released it.

This function only works on peds, to change the analog control state for a player, please use `setAnalogControlState`.

Syntax

```
bool setPedAnalogControlState ( ped thePed, string control, float state )
```

Required Arguments

- **thePed:** The ped you wish to set the control state of.
- **control:** The control that you want to set the state of. See `control names` for a list of possible controls.
- **state:** A float between 0 and 1 indicating the amount the control is pressed.

Returns

Returns *true* if the control state was successfully set, *false* otherwise.