

SetPedOnFire

This function can be used to set a ped on fire or extinguish a fire on it.

Syntax

```
bool setPedOnFire ( ped thePed, bool isOnFire )
```

OOP Syntax Help! I don't understand this!

Method: *ped:setOnFire(...)*

Variable: *.onFire*

Counterpart: *isPedOnFire*

Required Arguments

- **thePed:** The ped that we want to set/unset
- **isOnFire:** *true* to set the ped on fire, *false* to extinguish any fire on him

Returns

Returns *true* if successful, *false* otherwise