IsPedDoingTask

This function checks if the specified ped is carrying out a certain task.

Syntax

```
bool isPedDoingTask ( ped thePed, string taskName )
```

Required Arguments

- **thePed**: The ped you want to check.
- **taskName**: A string containing the name of the task you're checking for.

Returns

Returns *true* if the player is currently doing the task, *false* otherwise.