

GetPedTargetEnd

This function allows retrieval of the position where a ped's target range ends, when he is aiming with a weapon.

Syntax

```
float float float getPedTargetEnd ( ped targetingPed )
```

OOP Syntax Help! I don't understand this!

Method: *ped:getTargetEnd(...)*

Required Arguments

- **targetingPed:** the ped who is targeting whose target end you wish to retrieve

Returns

Returns three floats, *x,y,z*, representing the position where the ped's target ends according to his range, or *false* if it was unsuccessful.