SetElementHealth

This function sets the health for the specified element. This can be a ped, object or a vehicle.

> **Note:** In the case of the vehicle element, the following effects appear, depending on the health value:
>
> - **650:** white steam 0%, black smoke 0%
> - **450:** white steam 100%, black smoke 50%
> - **250:** white steam 0%, black smoke 100%
> - **249:** fire with big black smoke

Syntax

```
bool setElementHealth ( element theElement, float newHealth )
```

OOP Syntax Help! I don't understand this!

> **Method**: *element:setHealth(...)*
> **Variable**: *.health*
> **Counterpart**: *getElementHealth*

Required Arguments

- **theElement:** The ped, vehicle or object whose health you want to set.
- **newHealth:** A float indicating the new health to set for the element.

Returns

Returns *true* if the new health was set successfully, or *false* if invalid arguments were passed.