

IsPedDead

This function checks if the specified ped is dead or not.

Syntax

```
bool isPedDead ( ped thePed )
```

OOP Syntax Help! I don't understand this!

Method: *ped:isDead(...)*
Variable: *.dead*

Required Arguments

- **thePed:** the ped you want to check up on.

Returns

Returns *true* if the ped is dead, *false* otherwise.