

Client-side function

SetPedFootBloodEnabled

This function makes a ped's footprints bloody.

Syntax

```
bool setPedFootBloodEnabled (element thePlayer, bool enabled)
```

Required Arguments

- **thePlayer:** the ped to give bloody footprints to.
- **enabled:** boolean specifying whether or not to have bloody feet.

Returns

Returns *true* if changing the ped's bloody feet status worked.