

SetPedAimTarget

This function allows you to set a ped's aim target to a specific point. If a ped is within a certain range defined by `getPedTargetStart` and `getPedTargetEnd` he will be targeted and shot.

Note: If you wish to make a ped shoot you must use this in conjunction with an equipped weapon and `setPedControlState`.

Syntax

```
bool setPedAimTarget ( ped thePed, float x, float y, float z )
```

Required Arguments

- **thePed:** The ped whose target you want to set. Only peds and remote players will work; this function has no effect on the local player.
- **x:** The x coordinate of the aim target point.
- **y:** The y coordinate of the aim target point.
- **z:** The z coordinate of the aim target point.

Returns

Returns *true* if the function was successful, *false* otherwise.