

GetPedFightingStyle

Retrieves the fighting style a player/ped is currently using. Function also added client-side.

Syntax

```
int getPedFightingStyle ( ped thePed )
```

OOP Syntax Help! I don't understand this!

Method: *ped:getFightingStyle(...)*

Variable: *.fightingStyle*

Counterpart: *setPedFightingStyle*

Required Arguments

- **thePed:** the ped whose current fighting style ID you wish to retrieve.

Returns

Returns the ped's current fighting style as an integer ID, *false* if it fails to retrieve a value.

Fighting Styles:

Fighting Style	ID
STYLE_STANDARD	4
STYLE_BOXING	5
STYLE_KUNG_FU	6
STYLE_KNEE_HEAD	7
STYLE_GRAB_KICK	15
STYLE_ELBOWS	16