SetGravity

This function sets the server's gravity level.

> **Note:**
>
> - This will override setPedGravity applied to peds/players.
> - Setting the gravity level to different values on clients can cause animation bugs (players floating across ground because players see different fall animation.)

Syntax

```
bool setGravity ( float level )
```

Required Arguments

- **level**: The level of gravity (default is **0.008**).

Returns

Returns *true* if gravity was changed, *false* otherwise.