

GetPedStat

This function returns the value of the specified statistic of a specific ped.

Syntax

```
float getPedStat ( ped thePed, int stat )
```

OOP Syntax Help! I don't understand this!

Method: *ped:getStat(...)*

Required Arguments

- **thePed:** The ped whose stat you want to retrieve.
- **stat:** A whole number determining the stat ID.

Floating Point

- **0:** PROGRESS_MADE
- **1:** TOTAL_PROGRESS
- **2:** LONGEST_BASKETBALL

Distances:

- **3:** DIST_FOOT
- **4:** DIST_CAR
- **5:** DIST_BIKE
- **6:** DIST_BOAT
- **7:** DIST_GOLF_CART
- **8:** DIST_HELICOPTER
- **9:** DIST_PLANE

- **10:** LONGEST_WHEELIE_DIST
- **11:** LONGEST_STOPPIE_DIST
- **12:** LONGEST_2WHEEL_DIST

Cash:

- **13:** WEAPON_BUDGET
- **14:** FASHION_BUDGET
- **15:** PROPERTY_BUDGET
- **16:** SPRAYING_BUDGET

Times:

- **17:** LONGEST_WHEELIE_TIME
- **18:** LONGEST_STOPPIE_TIME
- **19:** LONGEST_2WHEEL_TIME

- **20:** FOOD_BUDGET

Body:

- **21:** FAT
- **22:** STAMINA
- **23:** BODY_MUSCLE
- **24:** MAX_HEALTH
- **25:** SEX_APPEAL

- **26:** DIST_SWIMMING
- **27:** DIST_CYCLE
- **28:** DIST_TREADMILL
- **29:** DIST_EXCERSISE_BIKE

- **30:** TATTOO_BUDGET
- **31:** HAIRDRESSING_BUDGET

- **33:** PROSTITUTE_BUDGET

Gambling:

- **35:** MONEY_SPENT_GAMBLING
- **36:** MONEY_MADE_PIMPING
- **37:** MONEY_WON_GAMBLING
- **38:** BIGGEST_GAMBLING_WIN
- **39:** BIGGEST_GAMBLING_LOSS
- **40:** LARGEST_BURGLARY_SWAG
- **41:** MONEY_MADE_BURGLARY
- **44:** LONGEST_TREADMILL_TIME
- **45:** LONGEST_EXCERSISE_BIKE_TIME
- **46:** HEAVIEST_WEIGHT_BENCH_PRESS
- **47:** HEAVIEST_WEIGHT_DUMBELLS
- **48:** BEST_TIME_HOTRING
- **49:** BEST_TIME_BMX
- **51:** LONGEST_CHASE_TIME
- **52:** LAST_CHASE_TIME
- **53:** WAGE_BILL
- **54:** STRIP_CLUB_BUDGET
- **55:** CAR_MOD_BUDGET
- **56:** TIME_SPENT_SHOPPING
- **62:** TOTAL_SHOPPING_BUDGET
- **63:** TIME_SPENT_UNDERWATER

Respect:

- **64:** RESPECT_TOTAL
- **65:** RESPECT_GIRLFRIEND
- **66:** RESPECT_CLOTHES
- **67:** RESPECT_FITNESS
- **68:** RESPECT

Weapon skills:

Note: see Weapon skill levels for the values that advance weapon skills.

- **69:** WEAPONTYPE_PISTOL_SKILL
- **70:** WEAPONTYPE_PISTOL_SILENCED_SKILL
- **71:** WEAPONTYPE_DESERT_EAGLE_SKILL
- **72:** WEAPONTYPE_SHOTGUN_SKILL
- **73:** WEAPONTYPE_SAWNOFF_SHOTGUN_SKILL
- **74:** WEAPONTYPE_SPAS12_SHOTGUN_SKILL
- **75:** WEAPONTYPE_MICRO_UZI_SKILL
- **76:** WEAPONTYPE_MP5_SKILL
- **77:** WEAPONTYPE_AK47_SKILL
- **78:** WEAPONTYPE_M4_SKILL
- **79:** WEAPONTYPE_SNIPERRIFLE_SKILL
- **80:** SEX_APPEAL_CLOTHES
- **81:** GAMBLING

- **120:** PEOPLE_KILLED_BY_OTHERS
- **121:** PEOPLE_KILLED_BY_PLAYER
- **122:** CARS_DESTROYED
- **123:** BOATS_DESTROYED
- **124:** HELICOPTORS_DESTROYED
- **125:** PROPERTY_DESTROYED
- **126:** ROUNDS_FIRED
- **127:** EXPLOSIVES_USED
- **128:** BULLETS_HIT

Integer

- **129:** TYRES_POPPED
- **130:** HEADS_POPPED
- **131:** WANTED_STARS_ATTAINED
- **132:** WANTED_STARS_EVADED
- **133:** TIMES_ARRESTED
- **134:** DAYS_PASSED
- **135:** TIMES_DIED
- **136:** TIMES_SAVED
- **137:** TIMES_CHEATED
- **138:** SPRAYINGS
- **139:** MAX_JUMP_DISTANCE
- **140:** MAX_JUMP_HEIGHT
- **141:** MAX_JUMP_FLIPS
- **142:** MAX_JUMP_SPINS
- **143:** BEST_STUNT
- **144:** UNIQUE_JUMPS_FOUND
- **145:** UNIQUE_JUMPS_DONE
- **146:** MISSIONS_ATTEMPTED
- **147:** MISSIONS_PASSED
- **148:** TOTAL_MISSIONS
- **149:** TAXI_MONEY_MADE
- **150:** PASSENGERS_DELIVERED_IN_TAXI
- **151:** LIVES_SAVED
- **152:** CRIMINALS_CAUGHT
- **153:** FIRES_EXTINGUISHED
- **154:** PIZZAS_DELIVERED
- **155:** ASSASSINATIONS
- **156:** LATEST_DANCE_SCORE
- **157:** VIGILANTE_LEVEL
- **158:** AMBULANCE_LEVEL
- **159:** FIREFIGHTER_LEVEL
- **160:** DRIVING_SKILL
- **161:** TRUCK_MISSIONS_PASSED
- **162:** TRUCK_MONEY_MADE
- **163:** RECRUITED_GANG_MEMBERS_KILLED
- **164:** ARMOUR
- **165:** ENERGY
- **166:** PHOTOS_TAKEN
- **167:** KILL_FRENZIES_ATTEMPTED
- **168:** KILL_FRENZIES_PASSED
- **169:** FLIGHT_TIME
- **170:** TIMES_DROWNED
- **171:** NUM_GIRLS_PIMPED
- **172:** BEST_POSITION_HOTRING
- **173:** FLIGHT_TIME_JETPACK
- **174:** SHOOTING_RANGE_SCORE
- **175:** VALET_CARS_PARKED
- **176:** KILLS_SINCE_LAST_CHECKPOINT
- **177:** TOTAL_LEGITIMATE_KILLS
- **178:** BLOODRING_KILLS
- **179:** BLOODRING_TIME
- **180:** NO_MORE_HURRICANES
- **181:** CITIES_PASSED
- **182:** POLICE_BRIBES
- **183:** CARS_STOLEN

- **184:** CURRENT_GIRLFRIENDS
- **185:** BAD_DATES
- **186:** GIRLS_DATED
- **187:** TIMES_SCORED_WITH_GIRL
- **188:** DATES
- **189:** GIRLS_DUMPED
- **190:** TIMES_VISITED_PROSTITUTE
- **191:** HOUSES_BURGLIED
- **192:** SAFES_CRACKED

- **194:** STOLEN_ITEMS_SOLD
- **195:** EIGHT_BALLS_IN_POOL
- **196:** WINS_IN_POOL
- **197:** LOSSES_IN_POOL
- **198:** VISITS_TO_GYM

- **200:** MEALS_EATEN

- **225:** UNDERWATER_STAMINA
- **229:** BIKE_SKILL
- **230:** CYCLE_SKILL

Returns

Returns the value of the requested statistic.