GetPedTarget

This function is used to get the element a ped is currently targeting.

Syntax

```
element getPedTarget ( ped thePed )
```

OOP Syntax Help! I don't understand this!

> **Method**: *ped:getTarget(...)*

Required Arguments

- **thePed:** The ped whose target you want to retrieve.

Returns

Returns the element that's being targeted, or *false* if there isn't one.

This is only effective on physical GTA elements, namely:

- Players
- Peds
- Vehicles
- Objects