

# GetPedAnalogControlState

This function retrieves the analog control state of a ped, as set by setPedAnalogControlState.

## Syntax

```
float getPedAnalogControlState ( ped thePed, string controlName [, bool rawValue ] )
```

## Required Arguments

- **thePed:** The ped you wish to retrieve the control state of.
- **controlName:** The control. See control names for a list of possible controls.

## Optional Arguments

- **rawValue:** A bool indicating if it should return the raw player input value (will always return script value for non-player peds).

## Returns

Returns a float between 0 (full release) and 1 (full push) indicating the amount the control is pushed.