

IsPedOnFire

This function checks if the specified ped is on fire or not.

Syntax

```
bool isPedOnFire ( ped thePed )
```

OOP Syntax Help! I don't understand this!

- Method:** *ped:isOnFire(...)*
- Variable:** *.onFire*
- Counterpart:** *setPedOnFire*

Required Arguments

- **thePed:** The ped to check.

Returns

Returns *true* if the ped is on fire, *false* otherwise.