

# GetPedWalkingStyle

Returns the walking style ID of a ped. This ID determines the set of animations that is used for walking, running etc.

## Syntax

```
int getPedWalkingStyle ( ped thePed )
```

**OOP Syntax** Help! I don't understand this!

- Method:** *ped:getWalkingStyle(...)*
- Variable:** *.walkingStyle*
- Counterpart:** *setPedWalkingStyle*

## Required Arguments

- thePed:** the ped whose walking style to retrieve.

## Returns

Returns the walking style ID if successful, *false* otherwise. The possible walking styles are as follows:

MOVE_DEFAULT	0
MOVE_PLAYER	54
MOVE_PLAYER_FAT	55
MOVE_PLAYER_MUSCULAR	56
MOVE_ROCKET	57
MOVE_ROCKET_FAT	58
MOVE_ROCKET_MUSCULAR	59
MOVE_ARMED	60
MOVE_ARMED_FAT	61
MOVE_ARMED_MUSCULAR	62
MOVE_BASEBALLBAT	63
MOVE_BASEBALLBAT_FAT	64
MOVE_BASEBALLBAT_MUSCULAR	65
MOVE_CHAINSAW	66
MOVE_CHAINSAW_FAT	67
MOVE_CHAINSAW_MUSCULAR	68
MOVE_SNEAK	69
MOVE_JETPACK	70
MOVE_MAN	118
MOVE_SHUFFLE	119
MOVE_OLDMAN	120
MOVE_GANG1	121
MOVE_GANG2	122
MOVE_OLDFATMAN	123
MOVE_FATMAN	124
MOVE_JOGGER	125
MOVE_DRUNKMAN	126
MOVE_BLINDMAN	127
MOVE_SWAT	128
MOVE_WOMAN	129
MOVE_SHOPPING	130
MOVE_BUSYWOMAN	131
MOVE_SEXYWOMAN	132
MOVE_PRO	133
MOVE_OLDWOMAN	134
MOVE_FATWOMAN	135
MOVE_JOGWOMAN	136
MOVE_OLDFATWOMAN	137

