GetPedAnimation

Gets the animation of a player or ped that was set using setPedAnimation.

> **Note:** Use getPedTask to monitor what movements the player is currently doing.

Syntax

BEFORE VERSION 1.5.7 r20450:

```
string, string getPedAnimation ( ped thePed )
```

```
string, string, int, int, bool, bool, bool, int, bool getPedAnimation ( ped thePed )
```

OOP Syntax Help! I don't understand this!

> **Method**: *ped:getAnimation(...)*
> **Counterpart**: *setPedAnimation*

Required Arguments

- **thePed:** the player or ped you want to get the animation of.

Returns

BEFORE VERSION 1.5.7 r20450:

Returns two strings: the first is the name of the block, the second is the name of the animation. Returns *false* if there was an error or if the ped is not doing an animation.

The function returns 9 values in the same order as required by setPedAnimation:

```
string block, string anim, int time, bool loop, bool updatePosition, bool interruptable, bool freezeLastFrame, int blendTime, bool restoreTaskOnAnimEnd
```