SetPedAnimationSpeed

Sets the speed of a currently running animation for a particular player or ped.

Syntax

```
bool setPedAnimationSpeed ( ped thePed [, string anim = "", float speed = 1.0 ] )
```

OOP Syntax Help! I don't understand this!

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

Required Arguments

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

Optional Arguments

- **anim:** the animation name it will affect.
- **speed:** a float containing the speed between 0.0–1.0 you want to apply to the animation. *This limitation may be adjusted in the future, so do not provide speeds outside this boundary.* The limit is now 0.0 to 10.0.

> **Warning:** Setting **speed** higher than **1** can cause issues with some animations.

Returns

Returns *true* if successful, *false* otherwise.