GetPedMoveState

This function returns the current move state for the specified ped.

Syntax

```
string getPedMoveState ( ped thePed )
```

Required Arguments

- **thePed:** The ped whose move state you want to know

Returns

Returns a string indicating the ped's move state, or *false* if the ped is not streamed in, the movement type is unknown, the ped is in a vehicle or the ped is invalid.

- **stand**: The ped is standing still.
- **walk**: The ped is walking.
- **powerwalk**: The ped is walking quickly.
- **jog**: The ped is jogging.
- **sprint**: The ped is sprinting.
- **crouch**: The ped is crouching still.
- **crawl**: The ped is crawling (moving and ducked).
- **jump**: The ped is jumping into the air.
- **fall**: The ped is falling to the ground.
- **climb**: The ped is climbing onto an object.