SetPedHeadless

With this function, you can set if a ped has a head or not.

Syntax

```
bool setPedHeadless(ped thePed, bool headState)
```


exmaple

OOP Syntax Help! I don't understand this!

Method: *ped:setHeadless(...)*
Variable: *.headless*

Required Arguments

- **thePed**: The ped to check.
- **headState**: head state, use true if you want the ped be headless, use false to give back the head.

Returns

Returns *true* if successful, *false* otherwise