

SetPedChoking

This function can be used to force the ped to do the choking (coughing) animation until he respawns or toggled off using this function. The animation can not be cancelled by a player it's applied to, and he will not loose health.

Syntax

```
bool setPedChoking ( ped thePed, bool choking )
```

OOP Syntax Help! I don't understand this!

Method: *ped:setChoking(...)*

Variable: *.choking*

Counterpart: *isPedChoking*

Required Arguments

- **thePed:** The ped whose choking status to toggle
- **choking:** *true* to make the ped choke, *false* to no longer force his choking animation

Returns

Returns *true* if successful, *false* otherwise (e.g. player handle is invalid)