SetPedCanBeKnockedOffBike

This function controls if a ped can fall of his bike by accident - namely by banging into a wall.

> **Note:** This effect is not synced for peds. When the ped falls off, he will not have exited the vehicle. To get it working you need to call it each time the ped is streamed in & each time it gets a new syncer.

Syntax

```
bool setPedCanBeKnockedOffBike ( ped thePed, bool canBeKnockedOffBike )
```

OOP Syntax Help! I don't understand this!

Method: *ped:setCanBeKnockedOffBike(...)*
Counterpart: *canPedBeKnockedOffBike*

Required Arguments

- **thePed:** the ped whose knockoffstatus is being changed
- **canBeKnockedOffBike:** *true* or *false*