

SetPedStat



This article needs checking.

Reason(s):

- Things like infinite run, fire proof CJ, 150 armor have special activation flags. They need a way to be triggered on/off.

This function allows you to set the value of a specific statistic for a ped. **Visual stats (FAT and BODY_MUSCLE) can only be used on the CJ skin**, they have no effect on other skins. When this function is used client-side, it can only be used on client-side created peds.

Syntax

```
bool setPedStat ( ped thePed, int stat, float value )
```

Required Arguments

- **thePed**: the ped whose statistic you want to modify.
- **stat**: the stat ID.

Floating Point

- **0**: PROGRESS_MADE
- **1**: TOTAL_PROGRESS
- **2**: LONGEST_BASKETBALL

Distances:

- **3**: DIST_FOOT
- **4**: DIST_CAR
- **5**: DIST_BIKE
- **6**: DIST_BOAT
- **7**: DIST_GOLF_CART
- **8**: DIST_HELICOPTER
- **9**: DIST_PLANE

- **10**: LONGEST_WHEELIE_DIST
- **11**: LONGEST_STOPPIE_DIST
- **12**: LONGEST_2WHEEL_DIST

Cash:

- **13**: WEAPON_BUDGET
- **14**: FASHION_BUDGET
- **15**: PROPERTY_BUDGET
- **16**: SPRAYING_BUDGET

Times:

- **17**: LONGEST_WHEELIE_TIME
- **18**: LONGEST_STOPPIE_TIME
- **19**: LONGEST_2WHEEL_TIME

- **20**: FOOD_BUDGET

Body:

- **21**: FAT
- **22**: STAMINA
- **23**: BODY_MUSCLE
- **24**: MAX_HEALTH
- **25**: SEX_APPEAL

- **26**: DIST_SWIMMING

- **27:** DIST_CYCLE
- **28:** DIST_TREADMILL
- **29:** DIST_EXCERSISE_BIKE
- **30:** TATTOO_BUDGET
- **31:** HAIRDRESSING_BUDGET
- **33:** PROSTITUTE_BUDGET

Gambling:

- **35:** MONEY_SPENT_GAMBLING
- **36:** MONEY_MADE_PIMPING
- **37:** MONEY_WON_GAMBLING
- **38:** BIGGEST_GAMBLING_WIN
- **39:** BIGGEST_GAMBLING_LOSS
- **40:** LARGEST_BURGLARY_SWAG
- **41:** MONEY_MADE_BURGLARY
- **44:** LONGEST_TREADMILL_TIME
- **45:** LONGEST_EXCERSISE_BIKE_TIME
- **46:** HEAVIEST_WEIGHT_BENCH_PRESS
- **47:** HEAVIEST_WEIGHT_DUMBELLS
- **48:** BEST_TIME_HOTRING
- **49:** BEST_TIME_BMX
- **51:** LONGEST_CHASE_TIME
- **52:** LAST_CHASE_TIME
- **53:** WAGE_BILL
- **54:** STRIP_CLUB_BUDGET
- **55:** CAR_MOD_BUDGET
- **56:** TIME_SPENT_SHOPPING
- **62:** TOTAL_SHOPPING_BUDGET
- **63:** TIME_SPENT_UNDERWATER

Respect:

- **64:** RESPECT_TOTAL
- **65:** RESPECT_GIRLFRIEND
- **66:** RESPECT_CLOTHES
- **67:** RESPECT_FITNESS
- **68:** RESPECT

Weapon skills:

Note: see Weapon skill levels for the values that advance weapon skills.

- **69:** WEAPONTYPE_PISTOL_SKILL
- **70:** WEAPONTYPE_PISTOL_SILENCED_SKILL
- **71:** WEAPONTYPE_DESERT_EAGLE_SKILL
- **72:** WEAPONTYPE_SHOTGUN_SKILL
- **73:** WEAPONTYPE_SAWNOFF_SHOTGUN_SKILL
- **74:** WEAPONTYPE_SPAS12_SHOTGUN_SKILL
- **75:** WEAPONTYPE_MICRO_UZI_SKILL
- **76:** WEAPONTYPE_MP5_SKILL
- **77:** WEAPONTYPE_AK47_SKILL
- **78:** WEAPONTYPE_M4_SKILL
- **79:** WEAPONTYPE_SNIPERRIFLE_SKILL
- **80:** SEX_APPEAL_CLOTHES
- **81:** GAMBLING

- **120:** PEOPLE_KILLED_BY_OTHERS
- **121:** PEOPLE_KILLED_BY_PLAYER
- **122:** CARS_DESTROYED
- **123:** BOATS_DESTROYED

Integer

- **124:** HELICOPTORS_DESTROYED
- **125:** PROPERTY_DESTROYED
- **126:** ROUNDS_FIRED
- **127:** EXPLOSIVES_USED
- **128:** BULLETS_HIT
- **129:** TYRES_POPPED
- **130:** HEADS_POPPED
- **131:** WANTED_STARS_ATTAINED
- **132:** WANTED_STARS_EVADED
- **133:** TIMES_ARRESTED
- **134:** DAYS_PASSED
- **135:** TIMES_DIED
- **136:** TIMES_SAVED
- **137:** TIMES_CHEATED
- **138:** SPRAYINGS
- **139:** MAX_JUMP_DISTANCE
- **140:** MAX_JUMP_HEIGHT
- **141:** MAX_JUMP_FLIPS
- **142:** MAX_JUMP_SPINS
- **143:** BEST_STUNT
- **144:** UNIQUE_JUMPS_FOUND
- **145:** UNIQUE_JUMPS_DONE
- **146:** MISSIONS_ATTEMPTED
- **147:** MISSIONS_PASSED
- **148:** TOTAL_MISSIONS
- **149:** TAXI_MONEY_MADE
- **150:** PASSENGERS_DELIVERED_IN_TAXI
- **151:** LIVES_SAVED
- **152:** CRIMINALS_CAUGHT
- **153:** FIRES_EXTINGUISHED
- **154:** PIZZAS_DELIVERED
- **155:** ASSASSINATIONS
- **156:** LATEST_DANCE_SCORE
- **157:** VIGILANTE_LEVEL
- **158:** AMBULANCE_LEVEL
- **159:** FIREFIGHTER_LEVEL
- **160:** DRIVING_SKILL
- **161:** TRUCK_MISSIONS_PASSED
- **162:** TRUCK_MONEY_MADE
- **163:** RECRUITED_GANG_MEMBERS_KILLED
- **164:** ARMOUR
- **165:** ENERGY
- **166:** PHOTOS_TAKEN
- **167:** KILL_FRENZIES_ATTEMPTED
- **168:** KILL_FRENZIES_PASSED
- **169:** FLIGHT_TIME
- **170:** TIMES_DROWNED
- **171:** NUM_GIRLS_PIMPED
- **172:** BEST_POSITION_HOTRING
- **173:** FLIGHT_TIME_JETPACK
- **174:** SHOOTING_RANGE_SCORE
- **175:** VALET_CARS_PARKED
- **176:** KILLS_SINCE_LAST_CHECKPOINT
- **177:** TOTAL_LEGITIMATE_KILLS
- **178:** BLOODRING_KILLS

- **179:** BLOODRING_TIME
- **180:** NO_MORE_HURRICANES
- **181:** CITIES_PASSED
- **182:** POLICE_BRIBES
- **183:** CARS_STOLEN
- **184:** CURRENT_GIRLFRIENDS
- **185:** BAD_DATES
- **186:** GIRLS_DATED
- **187:** TIMES_SCORED_WITH_GIRL
- **188:** DATES
- **189:** GIRLS_DUMPED
- **190:** TIMES_VISITED_PROSTITUTE
- **191:** HOUSES_BURGLED
- **192:** SAFES_CRACKED
- **194:** STOLEN_ITEMS_SOLD
- **195:** EIGHT_BALLS_IN_POOL
- **196:** WINS_IN_POOL
- **197:** LOSSES_IN_POOL
- **198:** VISITS_TO_GYM
- **200:** MEALS_EATEN
- **225:** UNDERWATER_STAMINA
- **229:** BIKE_SKILL
- **230:** CYCLE_SKILL

- **value:** the new value of the stat. It must be between 0 and 1000.

Returns

Returns *true* if the statistic was changed succesfully. Returns *false* if an invalid player is specified, if the stat ID/value is out of acceptable range or if the FAT or BODY_MUSCLE stats are used on non-CJ players.