GetPedTargetStart

This function allows retrieval of the position a ped's target range begins, when he is aiming with a weapon.

Syntax

```
float float float getPedTargetStart ( ped targetingPed )
```

Required Arguments

- **targetingPed:** The ped whose target start you wish to retrieve

Returns

Returns three floats, x,y,z, representing the position where the ped's target starts, or *false* if it was unsuccessful.