

SetPedFightingStyle

Changes a ped's fighting style. Most styles only change the 'special attack' which is done using the Aim and Enter keys. Function also added client-side.

Syntax

```
bool setPedFightingStyle ( ped thePed, int style )
```

Required Arguments

- **thePed:** The ped whose fighting style to change.
- **style:** The fighting style ID to apply.

Fighting Styles:

Fighting Style	ID
STYLE_STANDARD	4
STYLE_BOXING	5
STYLE_KUNG_FU	6
STYLE_KNEE_HEAD	7
STYLE_GRAB_KICK	15
STYLE_ELBOWS	16

Returns

Returns *true* in case of success, *false* otherwise.