

CreatePed

Creates a Ped in the GTA world.

Syntax

Server

```
ped createPed ( int modelid, float x, float y, float z [, float rot = 0.0, bool synced = true ] )
```

Required Arguments

- **modelid:** A whole integer specifying the GTASA skin ID.
- **x:** A floating point number representing the X coordinate on the map.
- **y:** A floating point number representing the Y coordinate on the map.
- **z:** A floating point number representing the Z coordinate on the map.

Optional Arguments

NOTE: When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **rot:** A floating point number representing the rotation in degrees.
- **synced:** A boolean value representing whether or not the ped will be synced. Disabling the sync might be useful for frozen or static peds to increase the server performance.

Client

```
ped createPed ( int modelid, float x, float y, float z [, float rot = 0.0 ] )
```

Required Arguments

- **modelid:** A whole integer specifying the GTASA skin ID.
- **x:** A floating point number representing the X coordinate on the map.
- **y:** A floating point number representing the Y coordinate on the map.
- **z:** A floating point number representing the Z coordinate on the map.

Optional Arguments

NOTE: When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **rot:** A floating point number representing the rotation in degrees.

OOP Syntax Help! I don't understand this!

Method: *Ped(...)*

Returns

Returns a ped element if it was successfully created.