# SetPedLookAt

> **Note:** Avoid calling setPedLookAt every frame as this can cause bugs like being invincible to burning.

> **Important Note:** For remote players, you have to use setPedAimTarget before setPedLookAt.

Makes a ped turn his head and look at a specific world position or element.

## Syntax

```
bool setPedLookAt ( ped thePed, float x, float y, float z [, int time = 3000 [, int blend = 1000 ], element target = nil ] )
```

### Required Arguments

- **thePed:** the ped to change the lookat of.
- **x:** the x coordinate of the world position to look at.
- **y:** the y coordinate of the world position to look at.
- **z:** the z coordinate of the world position to look at.

### Optional Arguments

- **time:** the time, in milliseconds, during which the ped will look at the target. Once this time has elapsed, he will look ahead again like before the function was applied. A time of 0 will immediately stop any lookat. A negative time will make the ped look at the target indefinitely.
- **blend:** the time, in milliseconds, during which the look will blend.
- **target:** if this argument is specified, the position arguments will be mean offsets relative to the target and the ped's gaze will follow the specified element instead. Can be a player, a vehicle, another ped etc.