

Client-side function

# SetPedBleeding

This function allows you to set player's or ped's bleeding effect.

## Syntax

```
bool setPedBleeding ( ped thePed, bool bleeding )
```

**OOP Syntax** Help! I don't understand this!

**Method:** *ped:setBleeding(...)*

**Variable:** *.bleeding*

**Counterpart:** *isPedBleeding*

## Required Arguments

- **thePed:** The player or ped whose bleeding effect you want to set of.
- **bleeding:** Boolean specifying whether the player or ped is bleeding or not.

## Returns

Returns *true* if the bleeding state was successfully set, *false* otherwise.