destroyPed

From Mafia2-Online

Description

This function is used to destroy a created ped.

Parameters

```
(int pedid)
```

| int pedid | The ID of the ped to destroy |

Return Values

- bool - true if the ped was destroyed, else false

Example

```
?
1  function init()
2  {
3      // Create the ped
4      local myPed = createPed( 0, 120.0, 160.0, -20.0, 0.0, 0.0, 0.0 );
5
6      // Destroy the Ped
7      destroyPed( myPed );
8  }
9  addEventHandler( "onScriptInit", init );
```

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- This page was last modified on 10 November 2015, at 23:03.