



GameTextStyle

[\[edit\]](#)

Text Colors

- ~n~ New line
- ~r~ Red
- ~g~ Green
- ~b~ Blue
- ~w~ White
- ~y~ Yellow
- ~p~ Purple
- ~l~ Black
- ~h~ Turn text colour lighter (used too much will make your text white, doesnt work on black)

[\[edit\]](#)

Special Text Letters

- ~u~ up arrow (grey)
- ~d~ down arrow (grey)
- ~<~ left arrow (grey)
- ~>~ right arrow (grey)
-] displays a * symbol (Only in text styles 3, 4 and 5)
- ~k~ keyboard key mapping (eg ~k~~VEHICLE_TURRETLEFT~ and ~k~~PED_FIREWEAPON~. Look [here](#) for a list of keys)

[\[edit\]](#)

Text Styles

[\[edit\]](#)

Style 0



Takes time to disappear. And it doesn't like TextDraws and Menus.

Style 1

[edit]



Fades out automatically after 6 secs. If you have a time setting longer than that, it will re-appear after fading out and repeat until the time ends.

Style 2

[edit]



Does not disappear until the player respawns.

Style 3

[edit]



Style 4

[edit]



Style 5

[edit]



Displays for 3 seconds, regardless of what time you set.

Style 6

[edit]



[edit]

See Also

-
- [GameTextForPlayer](#)
 - [GameTextForAll](#)
 - [General Reference \(Forum\)](#) ↗

navigation

- [Main Page](#)
- [Recent changes](#)
- [Random page](#)

■ Help

search

toolbox

- [What links here](#)
- [Related changes](#)
- [Upload file](#)
- [Special pages](#)
- [Printable version](#)
- [Permanent link](#)

This page was last modified 13:12, 25 November 2010.

This page has been accessed 53,944 times.

[Privacy policy](#)

[About SA-MP Wiki](#)

[Disclaimers](#)

