



GameTextStyle

Text Colors

[\[edit\]](#)

- ~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)

Special Text Letters

[\[edit\]](#)

- ~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)

Text Styles

[\[edit\]](#)

Style 0

[\[edit\]](#)



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

[\[edit\]](#)



See Also

[\[edit\]](#)

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

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