

SetDevelopmentMode

This function is used to set the development mode. Setting development mode allows access to special commands which can assist with script debugging.

Client-side development mode commands:

- **showcol**: Enables colshapes to be viewed as a wireframe object.
- **showsound**: Enables world sound ids to be printed in the debug output window.

Shared development mode functions:

- **debugSleep**: Sets the freeze time for the client/server.

Syntax

```
bool setDevelopmentMode ( bool enable [, bool enableWeb = false ] )
```

Required Arguments

- **enable**: A boolean to indicate whether development mode is on (*true*) or off (*false*)
- **enableWeb**: A boolean to indicate whether browser debug messages will be filtered (*false*) or not (*true*)

Returns

Returns *true* if the mode was set correctly, *false* otherwise.

Requirements

Minimum server version	1.5.4-9.11305
Minimum client version	1.1.1-9.03355

Note: Using this feature requires the resource to have the above minimum version declared in the meta.xml **<min_nrp_version>** section. *e.g.* `<min_nrp_version server="1.5.4-9.11305" client="1.1.1-9.03355" />`