

ShowCursor

This function is used to show or hide a player's cursor.

Note: Regardless of the cursor state you set using this function, the cursor will always be visible while the menu, the chatbox input line or the console are active, or if another resource has called this function.

Syntax

Server

```
bool showCursor ( player thePlayer, bool show, [ bool toggleControls = true ] )
```

Required Arguments

- **thePlayer:** The player you want to show or hide the cursor of.
- **show:** A boolean value determining whether to show (*true*) or hide (*false*) the cursor.

Optional Arguments

NOTE: When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **toggleControls:** A boolean value determining whether to disable controls whilst the cursor is showing. *true* implies controls are disabled, *false* implies controls remain enabled.

Client

```
bool showCursor ( bool show, [ bool toggleControls = true ] )
```

Required Arguments

- **show:** A boolean value determining whether to show (*true*) or hide (*false*) the cursor.

Optional Arguments

NOTE: When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **toggleControls:** A boolean value determining whether to disable controls whilst the cursor is showing. *true* implies controls are disabled, *false* implies controls remain enabled.

Returns

Returns *true* if the player's cursor was shown or hidden successfully, *false* otherwise.