

# GetAnalogControlState

This retrieves the analog control state of a control. This is useful for detecting sensitive controls, such as those used on a joystick.

To get the analog control state for a ped, please use `getPedAnalogControlState`.

## Syntax

```
float getAnalogControlState ( string control [, bool rawValue ] )
```

## Required Arguments

- **control:** The control that you want to get the state of. See control names for a list of possible controls.

## Optional Arguments

- **rawValue:** A bool indicating if it should return the raw player input value.

## Returns

Returns a float between 0 and 1 indicating the amount the control is pressed.