

# SetGlitchEnabled

This function enables or disables glitches that are found in the original Single Player game that can be used to gain an advantage in multiplayer.

**Note:** By default all these glitches are disabled - use this function to **enable** them.

Users of the **fastmove** glitch may additionally want to install this resource to disable crouchsliding.

## Syntax

```
bool setGlitchEnabled ( string glitchName, bool enable )
```

## Required Arguments

- **glitchName:** the name of the property to set. Possible values are:
  - **quickreload:** This is the glitch where switching weapons auto-reloads your weapon, without actually performing the reload animation.
  - **fastmove:** This is the glitch that can be achieved by a certain key combinations whilst standing up after crouching, which allows you to move quickly with slow weapons (e.g. deagle). Side effect: also enables the "crouchslide" bug - use the "NoCrouchSlide" resource to remedy this.
  - **fastfire:** This is the glitch that can be achieved by cancelling the full fire animation, allowing you to shoot with slow-fire weapons (e.g. deagle) much faster.
  - **crouchbug:** This is the glitch where the post shooting animation can be aborted by using the crouch key.
  - **highcloserangedamage:** Enabling this removes the extremely high damage guns inflict when fired at very close range.
  - **hitanim:** Enabling this allows 'hit by bullet' animations to interrupt player aiming.
  - **fastsprint:** Enabling fastsprint allows players to tap space with a macro to boost their speed beyond normal speeds of GTASA.
  - **baddrivebyhitbox:** This glitch leaves players invulnerable to gun fire when performing certain driveby animations.
  - **quickstand:** This glitch allows players to quickly stand up by pressing the crouch, sprint or jump controls just after realasing the aim weapon button while using one and being ducked.
  - **kickoutofvehicle\_onmodelreplace:** This glitch enables the old behavior where players get warped out of a vehicle when the model is replaced.
- **enable:** whether or not to enable the glitch.

## Returns

Returns *true* if successful, *false* otherwise.