

SetAnalogControlState

This sets the analog control state of a control for the local player. To change the analog controls for a ped, please use `setPedAnalogControlState`.

Syntax

```
bool setAnalogControlState ( string control [, float state, bool forceOverrideNextFrame = false ] )
```

Required Arguments

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

Optional Arguments

- **state:** A float between 0 and 1 indicating the amount the control is pressed. If no value is provided, the analog control is removed.
- **forceOverrideNextFrame:** A bool indicating if the player input should force fully overridden for the next frame.

Returns

Returns *true* if the control state was successfully set, *false* otherwise.