

ToggleControl

Enables or disables the use of a GTA control for a specific player.

Note: If you want to disable weapons fire, remember to also disable the control **action** in addition to the control **fire**.

Syntax

Server

```
bool toggleControl ( player thePlayer, string control, bool enabled )
```

Required Arguments

- **thePlayer:** The player you wish to toggle the control ability of.
- **control:** The control that you want to toggle the ability of. See control names for a list of possible controls.
- **enabled:** A boolean value representing whether or not the key will be usable or not.

Client

```
bool toggleControl ( string control, bool enabled )
```

Required Arguments

- **control:** The control that you want to toggle the ability of. See control names for a list of possible controls.
- **enabled:** A boolean value representing whether or not the key will be usable or not.

Returns

This function *true* if the control was set successfully, *false* otherwise.