

GetControlState

This function will check if a player is pressing a particular control. Controls are those that affect GTA. If you wish to get the state of another key, use bindKey and a command function.

Note: Not all control states are sent to the server at all times, as such their state may be given incorrectly. As a rule, keys that move or affect the player or their vehicle are most likely to be accurate. For increased accuracy (and also increased bandwidth usage) use bindKey instead to bind a GTA control name to a function.

Syntax

```
bool getControlState ( player thePlayer, string controlName )
```

Required Arguments

- **thePlayer:** The player you wish to get the control state of. Do not use this parameter when scripting for client.
- **controlName:** The control that you want to get the state of. See control names for a list of possible controls.

Note: several controls are not synched with the server, therefore the function will always return *false* for these controls serverside. These controls are:

- next_weapon
- previous_weapon
- jump
- zoom_in
- zoom_out
- look_behind
- change_camera
- conversation_yes
- conversation_no
- group_control_forwards
- group_control_back
- sub_mission
- radio_next
- radio_previous
- vehicle_look_left
- vehicle_look_right
- vehicle_look_behind
- vehicle_mouse_look
- special_control_*

Returns

Returns the state of the control, *false* if the control doesn't exist or if the player is dead.