IsWorldSpecialPropertyEnabled

> **ADDED/UPDATED IN VERSION 1.6.0 r22195:**
> Added also as a server-side function. Previously only available as a client-side function.

Checks if a special world property (cheat) is enabled or not.

Syntax

```
bool isWorldSpecialPropertyEnabled ( string propname )
```

OOP Syntax Help! I don't understand this!

> **Counterpart**: *setWorldSpecialPropertyEnabled*

Required Arguments

- **propname:** the name of the property to retrieve. Possible values are listed on SetWorldSpecialPropertyEnabled.

Returns

Returns *true* if the property is enabled, *false* if it is disabled or the specified property name is invalid.