

SetControlState

Sets a state of a specified player's control, as if they pressed or released it.

Syntax

```
bool setControlState ( player thePlayer, string control, bool state )
```

Required Arguments

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

Returns

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