

IsGlitchEnabled

This function retrieves whether San Andreas game glitches are enabled or not, set by using setGlitchEnabled

Syntax

```
bool isGlitchEnabled ( string glitchName )
```

Required Arguments

- **glitchName:** the name of the property to set. Possible values are:

- **quickreload:** This is the glitch where switching weapons auto-reloads your weapon, without actually performing the reload animation.
- **fastmove:** This is the glitch that can be achieved by a certain key combinations whilst standing up after crouching, which allows you to move quickly with slow weapons (e.g. deagle). Side effect: also enables the "crouchslide" bug - use the "NoCrouchSlide" resource to remedy this.
- **fastfire:** This is the glitch that can be achieved by cancelling the full fire animation, allowing you to shoot with slow-fire weapons (e.g. deagle) much faster.
- **crouchbug:** This is the glitch where the post shooting animation can be aborted by using the crouch key.
- **highcloserangedamage:** Enabling this removes the extremely high damage guns inflict when fired at very close range.
- **hitanim:** Enabling this allows 'hit by bullet' animations to interrupt player aiming.
- **fastsprint:** Enabling fastsprint allows players to tap space with a macro to boost their speed beyond normal speeds of GTASA.
- **baddrivebyhitbox:** This glitch leaves players invulnerable to gun fire when performing certain driveby animations.
- **quickstand:** This glitch allows players to quickly stand up by pressing the crouch, sprint or jump controls just after realasing the aim weapon button while using one and being ducked.
- **kickoutofvehicle_onmodelreplace:** This glitch enables the old behavior where players get warped out of a vehicle when the model is replaced.

Returns

Returns *true* if if the glitch was enabled, or *false* if it is disabled.