IsCursorShowing

> **Note:** This function only handles the cursor state set by the showCursor function, ignoring it if the console, chatbox, or menu is open.

> **Note:** If you use this function on the server-side, keep in mind that it only detects the showCursor function executed on the server-side and does not detect the function executed on the client-side.

Purpose

This function determines the state of a player's cursor.

Syntax

Server

```
bool isCursorShowing ( player playerElement )
```

Required Arguments

- **playerElement:** The player from whom we want to retrieve the cursor state.

Client

```
bool isCursorShowing ( )
```

No Arguments

On the client-side, this function doesn't require any arguments because it gets the cursor state of the localPlayer.

Returns

Returns *true* if the player's cursor is visible, and *false* if it is not.