

Control names

This page lists all the control names. These can be used as key arguments by the console commands *bind* and *unbind* as well as scripting functions such as bindKey, unbindKey, toggleControl etc.

Lua table of all the valid control names listed on this page:

```
controlTable = { "fire", "aim_weapon", "next_weapon", "previous_weapon", "forwards", "backwards", "left", "right", "zoom_in",
"zoom_out",
"change_camera", "jump", "sprint", "look_behind", "crouch", "action", "walk", "conversation_yes", "conversation_no",
"group_control_forwards", "group_control_back", "enter_exit", "vehicle_fire", "vehicle_secondary_fire", "vehicle_left", "veh
icle_right",
"steer_forward", "steer_back", "accelerate", "brake_reverse", "radio_next", "radio_previous", "radio_user_track_skip", "horn
", "sub_mission",
"handbrake", "vehicle_look_left", "vehicle_look_right", "vehicle_look_behind", "vehicle_mouse_look", "special_control_left",
"special_control_right",
"special_control_down", "special_control_up" }
```

GTA control list

ON FOOT	
<ul style="list-style-type: none">• fire Fire a player's weapon. (Note: If you want to disable weapons fire, remember to also disable the control action in addition to the control fire.)• aim_weapon Aim the player's current weapon. (if possible) (this also affects right-click + F punching)• next_weapon Switch to the next weapon.• previous_weapon Switch to the previous weapon.• forwards Move forwards.• backwards Move backwards.• left Move left.• right Move right.• zoom_in Zoom targeted weapon in. (sniper/rocket launcher/camera etc)• zoom_out Zoom targeted weapon out.• change_camera Change camera mode.• jump Make the player jump.• sprint Make the player sprint.• look_behind Make the player look behind. (and allow the player to see behind them)• crouch Make the player crouch/duck.• action Show the stats menu - Fire with tab key.• walk Make the player move slowly/quietly.• conversation_yes Answer yes to a question.• conversation_no Answer no to a question.• group_control_forwards Make the group you are controlling move forwards.• group_control_back Make the group you are controlling move backwards.• enter_exit Make the player enter a vehicle. Also used for alternative fighting styles.	
IN VEHICLE	
<ul style="list-style-type: none">• vehicle_fire Fire the player's vehicle's primary weapon (e.g. hunter's missiles) or shoot with driveby.• vehicle_secondary_fire Fire the player's vehicle's secondary weapon. (e.g. hunter's minigun)• vehicle_left Make the player's vehicle turn left.• vehicle_right Make the player's vehicle turn right.• steer_forward Make the player's vehicle turn down. (lean forwards for helicopters/planes)• steer_back Make the player's vehicle turn up. (lean backwards for helicopters/planes)• accelerate Make the player's vehicle accelerate.• brake_reverse Make the player's vehicle brake (slow down) and if stationary reverse.• radio_next Change to the next radio station. (Doesn't work - use setRadioChannel and onClientPlayerRadioSwitch instead.)• radio_previous Change to the previous radio station. (Doesn't work - use setRadioChannel and onClientPlayerRadioSwitch instead.)• radio_user_track_skip Skip the current track being played on the custom radio station.• horn Play the horn of the player's vehicle (if the vehicle has a horn) and can trigger the siren on emergency vehicles.• sub_mission Start a submission if one is available. (e.g. taxi missions)• handbrake Apply the handbrake on the player's vehicle.• vehicle_look_left Look to the left.• vehicle_look_right Look to the right.• vehicle_look_behind Look behind.• vehicle_mouse_look• special_control_left Move the some special vehicle component left. (e.g. tank's turret)• special_control_right Move the some special vehicle component right. (e.g. tank's turret)• special_control_down Move the some special vehicle component down. (e.g. tank's turret)	

- **special_control_up** Move the some special vehicle component up. (e.g. tank's turret)
- **enter_exit** Make the player exit a vehicle.

NRP hard-coded commands

The following are names of hard-coded NRP commands which do not use bindKey, but can act as bindKey by using them in an addCommandHandler. Other than that, this control list will **only** work with the functions toggleControl and toggleAllControls. Please note that toggleControl can't disable screenshot.

NRP COMMANDS

- **enter_passenger** Enters the closest vehicle as passenger
- **screenshot** Takes a screenshot
- **chatbox** Opens the chatbox for input
- **radar** Toggles the radar-map showing
- **radar_zoom_in** Zooms in on the radar-map
- **radar_zoom_out** Zooms out on the radar-map
- **radar_move_north** Moves north on the radar-map
- **radar_move_south** Moves south on the radar-map
- **radar_move_east** Moves east on the radar-map
- **radar_move_west** Moves west on the radar-map
- **radar_attach** Attaches the view to the local-player on the radar-map