

SetWorldSpecialPropertyEnabled

ADDED/UPDATED IN VERSION 1.6.0 r22195:

Added also as a server-side function. Previously only available as a client-side function.

Enables or disables a special world property.

Note:

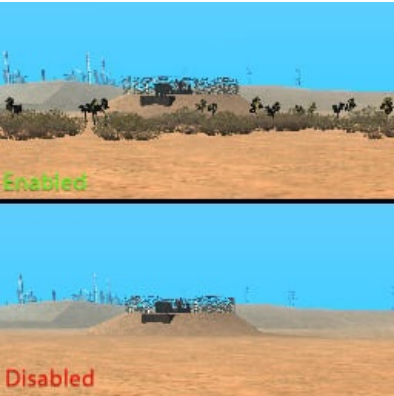
It's recommended to use server-side function with appropriate minclientversion for properties like "**underworldwarp**", "**burnflippedcars**" to avoid possible data desynchronization.

Syntax

bool setWorldSpecialPropertyEnabled (string propname, bool enable)

OOP Syntax [Help!](#) I don't understand this!

Counterpart: *isWorldSpecialPropertyEnabled*



A photo demonstrating *randomfoliage* enabled and disabled.

Required Arguments

- **propname:** the name of the property to set. Possible values are:
 - **hovercars** - equivalent of the JBGVNB cheat, and allows cars to drive on water. (default: false)
 - **aircars** - equivalent of the RIPAZHA cheat, and allows cars to fly. (default: false)
 - **extrabunny** - equivalent of the CJPHONEHOME or JHJOECW cheat, and allows you to bunny hop on bicycles much higher. (default: false)
 - **extrajump** - equivalent of the KANGAROO cheat, and allows you to jump on foot much higher. (default: false)
 - **randomfoliage** - toggle randomly generated foliage on the GTA:SA map (default: true)
 - **snipermoon** - toggle the GTA:SA easter egg, which increases the size of the moon every time you shoot it with a sniper rifle (default: false)
 - **extraairresistance** - toggle the vehicle speed limit on cross-country roads (default: true)
 - **underworldwarp** - toggle warp of peds and vehicles when fall under map (default: true)
 - **vehiclesunglare** - toggle the vehicle sun glare effect (default: false)
 - **coronaztest** - disable big sun lensflare effect (default: true)

ADDED/UPDATED IN VERSION 1.6.0 r21919:

watercreatures - toggle randomly generated underwater creatures (default: true)

ADDED/UPDATED IN VERSION 1.6.0 r22195:

burnflippedcars - toggle the vehicle to burn when upside down (default: true)

ADDED/UPDATED IN VERSION 1.6.0 r22199:

fireballdestruct - toggle the aircraft model destruction on explosion (preview) (default: true)

- **enable:** whether or not to enable the property.

Returns

Returns *true* if successful, *false* otherwise.