

Shared function

IsControlEnabled

Checks whether a GTA control is enabled or disabled for a certain player.

Syntax

Server

```
bool isControlEnabled ( player thePlayer, string control )
```

Required Arguments

- **thePlayer:** The player you wish the control status of.
- **control:** The control you wish to check. See control names for a list of possible controls.

Client

```
bool isControlEnabled ( string control )
```

Required Arguments

- **control:** The control you wish to check. See control names for a list of possible controls.

Returns

Returns *true* if control is enabled, *false* otherwise.