

ToggleAllControls

Enables or disables the use of all GTA controls for a specified player.

Syntax

Server

```
bool toggleAllControls ( player thePlayer, bool enabled, [ bool gtaControls = true, bool nrpControls = true ] )
```

Required Arguments

- **thePlayer:** The player you wish to toggle the control ability of.
- **enabled:** A boolean value representing whether or not the controls will be usable.

Optional Arguments

NOTE: When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **gtaControls:** A boolean deciding whether the *enabled* parameter will affect GTA's internal controls.
- **nrpControls:** A boolean deciding whether the *enabled* parameter will affect NRP's own controls., e.g. chatbox.

Client

```
bool toggleAllControls ( bool enabled, [ bool gtaControls = true, bool nrpControls = true ] )
```

Required Arguments

- **enabled:** A boolean value representing whether or not the controls will be usable.

Optional Arguments

NOTE: When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **gtaControls:** A boolean deciding whether the *enabled* parameter will affect GTA's internal controls.
- **nrpControls:** A boolean deciding whether the *enabled* parameter will affect NRP's own controls., e.g. chatbox.

Returns

This function returns *true* if controls were toggled successfully, false otherwise.