

Client Functions

From Mafia2-Online

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Script Functions

- log
- getTickCount
- getPlayerCount
- getMaxPlayers
- getServerName
- date
- getPlayers
- getVehicles

Event Functions

- addEventHandler
- callEvent
- removeEventHandler
- triggerServerEvent

Command Functions

- addCommandHandler
- removeCommandHandler

Area Functions

- getDistanceBetweenPoints3D
- getDistanceBetweenPoints2D
- isPointInArea3D
- isPointInArea2D
- isPointInCircle3D
- isPointInCircle2D
- isPointInTube

Graphics Functions

- getFPS
- getScreenSize
- getScreenFromWorld
- getWorldFromScreen
- showChat
- isChatVisible
- isInputVisible
- sendMessage
- isTransferBoxShowing
- isMainMenuShowing
- setRenderNametags
- setRenderHealthbars
- getMousePosition

Game functions

- setWeather
- toggleHud
- takeScreenshot
- fadeScreen
- createHudTimer
- setHudTimerRemainingTime
- getHudTimerRemainingTime
- startHudTimer
- stopHudTimer
- isHudTimerRunning
- destroyHudTimer
- openMap
- isMapOpen
- setGPSTarget
- hasGPSTarget
- removeGPSTarget

Key functions

- bindKey
- unbindKey

Player functions

- getPlayerName
- getPlayerPing
- getPlayerColour
- isPlayerDead
- isPlayerOnScreen
- isPlayerConnected
- isPlayerSpawned
- isPlayerDead
- isPlayerInVehicle
- getPlayerName
- getPlayerPosition
- getPlayerHealth
- getPlayerModel
- getPlayerWeapon
- getPlayerVehicle
- getPlayerPing
- setPlayerDrunkLevel
- getPlayerDrunkLevel
- resetPlayerDrunkLevel
- setPlayerWantedLevel
- getPlayerWantedLevel
- togglePlayerControls
- getPlayerMoveState

Vehicle functions

General

- createVehicle
- destroyVehicle
- setVehiclePosition
- getVehiclePosition
- setVehicleRotation
- getVehicleRotation
- setVehicleSpeed
- getVehicleSpeed
- setVehicleFuel
- getVehicleFuel
- setVehicleEngineState
- getVehicleEngineState
- setVehicleRespawnTime
- getVehicleRespawnTime
- respawnVehicle
- repairVehicle
- explodeVehicle

Appearance

- setVehicleColour
- getVehicleColour
- setVehiclePlateText
- getVehiclePlateText
- setVehicleDirtLevel
- getVehicleDirtLevel
- setVehiclePartOpen

- isVehiclePartOpen
- setVehicleWindowOpen
- isVehicleWindowOpen
- setVehicleTuningTable
- getVehicleTuningTable
- setVehicleWheelTexture
- getVehicleWheelTexture
- getVehicleModel

Signals

- setVehicleSirenState
- getVehicleSirenState
- setVehicleBeaconLightState
- getVehicleBeaconLightState
- setVehicleHornState
- getVehicleHornState

Lights

- getVehicleLightState
- setVehicleLightState
- getIndicatorLightState
- setIndicatorLightState
- getTaxiLightState
- setTaxiLightState

Ped Functions

- createPed
- destroyPed
- setPedModel
- setPedName
- getPedName
- showPedName
- getPedPosition

Camera functions

- setCameraPosition
- getCameraPosition
- setCameraRotation
- getCameraRotation
- simpleShake

Blip functions

- createBlip
- destroyBlip
- attachBlipToPlayer
- attachBlipToVehicle
- attachBlipToPed

3DTextLabel functions

- create3DTextLabel
- remove3DTextLabel
- count3DTextLabels
- set3DTextLabelText
- set3DTextLabelDrawDistance
- set3DTextLabelColor
- set3DTextLabelPosition
- set3DTextLabelActive

GUI functions

- dxCreateFont
- dxDrawText
- dxDrawRectangle
- dxDrawLine
- dxGetTextDimensions
- guiCreateElement
- guiDestroyElement
- guiSetPosition
- guiGetPosition
- guiSetSize
- guiGetSize
- guiSetVisible
- guiIsVisible
- guiSetText
- guiGetText
- guiBringToFront
- guiSendToBack
- guiSetAlpha
- getGuiAlpha
- guiSetAlwaysOnTop
- guiIsAlwaysOnTop
- guiSetInputMasked
- guiIsInputMasked

Timer functions

- timer
- timer::IsActive
- timer::Kill

SQL functions

- sqlite
- sqlite::query
- sqlite::last_insert_id
- sqlite::close

Audio functions

- Audio
- audio::deleteSound
- audio::play
- audio::stop
- audio::pause

- audio::setVolume
- audio::getVolume
- audio::resetVolume

XML functions

- xml
- xml::save
- xml::createRootNode
- xml::getRootNode
- xml::createNode
- xml::findNode
- xml::setNodeName
- xml::getNodeName
- xml::setNodeValue
- xml::getNodeValue
- xml::setNodeAttribute
- xml::getNodeAttribute

Hash functions

- md5
- md5_file
- crc32

Util functions

- getPlayerIdFromName
- getWeaponNameFromId
- getWeaponIdFromName
- toRGBA
- fromRGB
- wrapAround
- lerp
- clamp
- unlerp
- unlerpClamped
- strRand
- intConcat
- time

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