

togglePlayerControls

From Mafia2-Online

Description

This function is used to toggle a players controls.

Parameters

(int playerid, bool toggle)	
int playerid	The ID of the player
bool toggle	true or false

Example (Server Side)

```
?
1function playerSpawnEvent( playerid )
2{
3    // The following function will freeze the players control
4    togglePlayerControls( playerid, true );
5    return 1;
6}
7addEventHandler ( "onPlayerSpawn", playerSpawnEvent );
```

Example (Client Side)

```
?
1/*
2 * Client Side
3*/
4function clientPlayerSpawn( playerid )
5{
6    togglePlayerControls( true );
7}
8addEventHandler( "onClientPlayerSpawn", clientPlayerSpawn );
```

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