SetBlipColor

This function will let you change the color of a blip. This color is only applicable to the default blip icon (■, ▲ or ▼). All other icons will ignore this.

Syntax

```
bool setBlipColor ( blip theBlip, int red, int green, int blue, int alpha )
```

OOP Syntax Help! I don't understand this!

> **Method**: *blip:setColor(...)*
> **Counterpart**: *getBlipColor*

Required Arguments

- **theBlip:** The blip who's color you wish to set.
- **red:** The amount of red in the blip's color (0 - 255).
- **green:** The amount of green in the blip's color (0 - 255).
- **blue:** The amount of blue in the blip's color (0 - 255).
- **alpha:** The amount of alpha in the blip's color (0 - 255). Alpha decides transparancy where 255 is opaque and 0 is transparent.

Returns

Returns *true* if the blip's color was set successfully. Returns *false* if the blip passed to the function is invalid, or any of the colors are out of the valid range.