GetElementAlpha

This function returns the alpha (transparency) value for the specified element. This can be a player, ped, object, vehicle or weapon.

Syntax

```
int getElementAlpha ( element theElement )
```

OOP Syntax Help! I don't understand this!

>   **Method**: *element:getAlpha(...)*
>   **Variable**: *.alpha*
>   **Counterpart**: *setElementAlpha*

Required Arguments

* **theElement:** The element whose alpha you want to retrieve.

Returns

Returns an integer (0-255; 0 = transparent) indicating the element's alpha, or *false* if invalid arguments were passed.