

SetElementVisibleTo

This function can change an element's visibility.

This function only works with the following elements.

- Markers
- Blips
- Radarareas

Visibility settings of lower elements in the element tree override higher ones - if visibility for root is set to false and for a player is set to true, it will be visible to the player.

If you want to clear all visibility settings of an element, try `clearElementVisibleTo`

Setting visibility for one element will also set visibility for all of its children.
Order of **setElementVisibleTo** calls doesn't matter.

Syntax

```
bool setElementVisibleTo ( element theElement, element visibleTo, bool visible )
```

OOP Syntax Help! I don't understand this!

Method: *element:setVisibleTo(...)*
Counterpart: *isElementVisibleTo*

Required Arguments

- **theElement:** The element you want to control the visibility of.
- **visibleTo:** The element you wish the element to be visible or invisible to. Any child elements that are players will also be able to see the element. See `visibility`.
- **visible:** Whether you are making it visible or invisible to the player.

Returns

Returns *true* if the element's visibility was changed successfully, *false* otherwise, for example if you are trying to change the visibility of a vehicle, player or object.