

# SetBlipSize

This function sets the size of a blip's icon.

## Syntax

```
bool setBlipSize ( blip theBlip, int iconSize )
```

**OOP Syntax** Help! I don't understand this!

- Method:** *blip:setSize(...)*
- Variable:** *.size*
- Counterpart:** *getBlipSize*

## Required Arguments

- **theBlip:** The blip you wish to get the size of.
- **iconSize:** The size you wish the icon to be. 2 is the default value. 25 is the maximum value. Value gets clamped between 0 and 25.

## Returns

Returns an *true* if the blip's size was set successfully. Returns *false* if the element passed was not a blip or if the icon size passed was invalid.