GetHeatHaze

This function will return the current heat haze effect settings.

Note: The server can only return the heat haze settings if it has actually been set by script.

Syntax

```
int, int, int, int, int, int, int, int, bool getHeatHaze ( )
```

Returns

Returns 9 values, which are the same used as arguments in SetHeatHaze:

- **intensity:** The intensity of the effect, from 0 to 255.
- **randomShift:** Sets a random jitter, from 0 to 255.
- **speedMin:** The slowest effect speed, from 0 to 1000.
- **speedMax:** The fastest effect speed, from 0 to 1000.
- **scanSizeX:** The X size in pixels of the chunk grabbed from the screen, from -1000 to 1000.
- **scanSizeY:** The Y size in pixels of the chunk grabbed from the screen, from -1000 to 1000.
- **renderSizeX:** The X size in pixels the chunk will be when rendered back to the screen, from 0 to 1000.
- **renderSizeY:** The Y size in pixels the chunk will be when rendered back to the screen, from 0 to 1000.
- **bShowInside:** Set to *true* to enable the heat haze effect when inside a building.