

# SetNearClipDistance

This function sets the distance from the camera at which the world starts rendering. Do not use this function unless you have a specific reason to do so, as any values can cause artifacts and flickering problems. It can be used in many ways, including: reducing Z-fighting, creating more sophisticated first person views, allowing the camera to fly closer to the ground without passing through it, etcetera.

**Note:** setNearClipDistance should only be used when the camera orientation is controlled by setCameraMatrix, because GTA automatically adjusts this value for the optimum setting when the camera is attached to a player. Therefore ensure resetNearClipDistance is called when returning camera control back to GTA.

## Syntax

```
bool setNearClipDistance ( float distance )
```

## Required arguments

- **distance:** the new near clip distance. It must be between **0.1** and **20** for the function to do any effect. Default value is **0.3**.

## Returns

This function returns *true* if the argument is valid. Returns *false* otherwise.