

# IsPlayerMapForced

This function checks if the specified player's radar map has been forced on or not.

## Syntax

Server

```
bool isPlayerMapForced ( player thePlayer )
```

**OOP Syntax** [Help! I don't understand this!](#)

- Method:** *player.isMapForced(...)*
- Variable:** *.mapForced*
- Counterpart:** *forcePlayerMap*

## Required Arguments

- **thePlayer:** A player object referencing the specified player

## Returns

Returns *true* if the player's radar map is forced on, *false* otherwise.

Client

```
bool isPlayerMapForced ()
```

**OOP Syntax** [Help! I don't understand this!](#)

- Method:** *Player.isMapForced(...)*
- Counterpart:** *forcePlayerMap*

## Returns

Returns *true* if the local player's radar map is forced on, *false* otherwise.