

GetCameraGoggleEffect

This function returns what goggle effect is currently affecting the camera.

Syntax

string getCameraGoggleEffect ()

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

Method: *Camera.getGoggleEffect(...)*

Variable: *.goggleEffect*

Counterpart: *setCameraGoggleEffect*

Returns

- String indicating the current camera goggle effect. Their meanings can be seen below.

- **normal:** No camera goggle effect
- **nightvision:** Nightvision camera
- **thermalvision:** Infrared camera