

# GetWaterColor

This function returns the water color of the GTA world.

**Note:** The server can only return the water color, if it has actually been set by script.

## Syntax

```
int, int, int, int getWaterColor ( )
```

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

**Method:** *water:getColor(...)*

**Counterpart:** *setWaterColor*

## Returns

Returns 4 ints, indicating the color of the water. (RGBA)