GetMarkerColor

This function returns the color and transparency for a marker element. Not all marker types support transparency.

Syntax

```
int, int, int, int getMarkerColor ( marker theMarker )
```

OOP Syntax Help! I don't understand this!

> **Method**: *Marker:getColor(...)*
> **Counterpart**: *setMarkerColor*

Required Arguments

- **theMarker**: The marker that you wish to retrieve the color of.

Returns

Returns four ints corresponding to the amount of *red, green, blue* and *alpha* (respectively) of the marker, *false* if invalid arguments were passed.