GetPlayerMapBoundingBox

This function gets the GUI bounding box of the radar map texture.

Syntax

```
int, int, int, int getPlayerMapBoundingBox ()
```

Returns

- If the player's map is showing, it returns four integers: *minX, minY, maxX, maxY*. These are **absolute** position coordinates of where the player's map is drawn on the screen.
  - *minX, minY* represent the world coordinates *-3000, 3000* (upper-left corner of the world map).
  - *maxX, maxY* represent the world coordinates *3000, -3000* (lower-right corner of the world map).
  - Negative values may be returned if these coordinates are off screen.
- If the map is not showing, a *false* boolean value is returned.