

# IsPlayerHudComponentVisible

This function can be used to check whether an hud component is visable or not.

## Syntax

```
bool isPlayerHudComponentVisible( string component )
```

## Required Arguments

- **component:** The component you wish to check. Valid values are:
  - **ammo:** The display showing how much ammo the player has in their weapon
  - **area\_name:** The text that appears containing the name of the area a player has entered
  - **armour:** The display showing the player's armor
  - **breath:** The display showing the player's breath
  - **clock:** The display showing the in-game time
  - **health:** The display showing the player's health
  - **money:** The display showing how much money the player has
  - **radar:** The bottom-left corner miniradar
  - **vehicle\_name:** The text that appears containing the player's vehicle name when the player enters a vehicle
  - **weapon:** The display showing the player's weapon
- **radio:** The display showing the radio label
- **wanted:** The display showing the player's wanted level
- **crosshair:** The weapon crosshair and sniper scope

## Returns

Returns *true* if the component is visable, *false* if not.