ForcePlayerMap

This function is used to forcefully show a player's radar map.

Syntax

Server

```
bool forcePlayerMap ( player thePlayer, bool forceOn )
```

OOP Syntax Help! I don't understand this!

> **Method**: *player:forceMap(...)*
> **Variable**: *.mapForced*
> **Counterpart**: *isPlayerMapForced*

Required Arguments

- **thePlayer**: A player object referencing the specified player
- **forceOn**: A boolean value representing whether or not the players radar map will be forced on

Client

```
bool forcePlayerMap ( bool forceOn )
```

OOP Syntax Help! I don't understand this!

> **Method**: *Player.forceMap(...)*
> **Counterpart**: *isPlayerMapForced*

Required Arguments

- **forceOn**: A boolean value representing whether or not the players radar map will be forced on

Returns

Returns *true* if the player's radar map was forced on, *false* otherwise.