GetBlipOrdering

This function gets the Z ordering value of a blip. The Z ordering determines if a blip appears on top of or below other blips. Blips with a higher Z ordering value appear on top of blips with a lower value. The default value for all blips is 0.

Syntax

```
int getBlipOrdering ( blip theBlip )
```

OOP Syntax Help! I don't understand this!

Method: *blip:getOrdering(...)*
Variable: *.ordering*
Counterpart: *setBlipOrdering*

Required Arguments

- **theBlip:** the blip to retrieve the Z ordering value of.

Returns

Returns the Z ordering value of the blip if successful, *false* otherwise.