GetBlipVisibleDistance

This function will tell you what visible distance a blip has.

Syntax

```
float getBlipVisibleDistance ( blip theBlip )
```

OOP Syntax Help! I don't understand this!

>**Method**: *blip:getVisibleDistance(...)*
>**Variable**: *.visibleDistance*
>**Counterpart**: *setBlipVisibleDistance*

Required Arguments

- **theBlip:** The blip whose visible distance you wish to get.

Returns

Returns one float with the blips visible distance, false if the blip is invalid.