

# FadeCamera

This function will fade a player's camera to a color or back to normal over a specified time period. This will also affect the sound volume for the player (50% faded = 50% volume, full fade = no sound). For clientside scripts you can perform 2 fade ins or fade outs in a row, but for serverside scripts you must use one then the other.

**Note:** The speed of the effect depends directly on the current gamespeed.

## Syntax

Server

```
bool fadeCamera ( player thePlayer, bool fadeIn, [ float timeToFade = 1.0, int red = 0, int green = 0, int blue = 0 ] )
```

**OOP Syntax** [Help! I don't understand this!](#)

**Method:** *player.fadeCamera(...)*

## Required Arguments

- **thePlayer:** The player whose camera you wish to fade.
- **fadeIn:** Should the camera be faded in or out? Pass *true* to fade the camera in, *false* to fade it out to a color.

## Optional Arguments

- **timeToFade:** The number of seconds it should take to fade.
- **red:** The amount of red in the color that the camera fades out to (0 - 255). Not required for fading in.
- **green:** The amount of green in the color that the camera fades out to (0 - 255). Not required for fading in.
- **blue:** The amount of blue in the color that the camera fades out to (0 - 255). Not required for fading in.

Client

```
bool fadeCamera ( bool fadeIn, [ float timeToFade = 1.0, int red = 0, int green = 0, int blue = 0 ] )
```

**OOP Syntax** [Help! I don't understand this!](#)

**Method:** *Camera.fade(...)*

## Required Arguments

- **fadeIn:** Should the camera be faded in our out? Pass *true* to fade the camera in, *false* to fade it out to a color.

## Optional Arguments

- **timeToFade:** The number of seconds it should take to fade.
- **red:** The amount of red in the color that the camera fades out to (0 - 255). Not required for fading in.
- **green:** The amount of green in the color that the camera fades out to (0 - 255). Not required for fading in.
- **blue:** The amount of blue in the color that the camera fades out to (0 - 255). Not required for fading in.

## Returns

Returns *true* if the camera was faded successfully, *false* if invalid arguments were passed to the function.