

ShowChat

This function is used to show or hide the player's chat.

Syntax

Client

```
bool showChat ( bool show [, bool inputBlocked ] )
```

Required Arguments

- **show:** A boolean value determining whether to show (*true*) or hide (*false*) the chat.

Optional Arguments

- **inputBlocked:** A boolean value determining whether chat input is blocked/hidden, regardless of chat visibility. If unset, this will keep the default behaviour prior to r20898 (*true* when chat is hidden, *false* when chat is visible).

Returns

Returns *true* if the player's chat was shown or hidden successfully, *false* otherwise.

Server

```
bool showChat ( player thePlayer, bool show [, bool inputBlocked ] )
```

Required Arguments

- **thePlayer:** The player whose chat is to be hidden or shown.
- **show:** A boolean value determining whether to show (*true*) or hide (*false*) the chat.

Optional Arguments

- **inputBlocked:** A boolean value determining whether chat input is blocked/hidden, regardless of chat visibility. If unset, this will keep the default behaviour prior to r20898 (*true* when chat is hidden, *false* when chat is visible).

Returns

Returns *true* if the player's chat was shown or hidden successfully, *false* otherwise.