

# SetBlipOrdering

This function sets the Z ordering of a blip. It allows you to make a blip appear on top of or below other blips.

## Syntax

```
bool setBlipOrdering ( blip theBlip, int ordering )
```

**OOP Syntax** Help! I don't understand this!

**Method:** *blip:setOrdering(...)*

**Variable:** *.ordering*

**Counterpart:** *getBlipOrdering*

## Required Arguments

- **theBlip:** the blip whose Z ordering to change.
- **ordering:** the new Z ordering value. Blips with higher values will appear on top of blips with lower values. Possible range: -32767 to 32767. Default: 0.

## Returns

Returns *true* if the blip ordering was changed successfully, *false* otherwise.