

SetBlipIcon

This function sets the icon for an existing blip element.

Syntax

```
bool setBlipIcon ( blip theBlip, int icon )
```

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

- Method:** *blip:setIcon(...)*
- Variable:** *.icon*
- Counterpart:** *getBlipIcon*

Required Arguments

- **theBlip** The blip you wish to set the icon of.
- **icon:** A number indicating the icon you wish to change it do. Valid values are listed on the Radar Blips page.

Returns

Returns *true* if the icon was successfully set, *false* if the element passed was not a valid blip or the icon value was not a valid icon number.