

Client-side function

# GetPlayerMapOpacity

This function allows to get the opacity of the radar map (F11).

## Syntax

```
int getPlayerMapOpacity ( )
```

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

**Method:** *player.getMapOpacity(...)*

## Returns

Returns an integer with a value from 0 to 255, where 0 is fully transparent and 255 is fully opaque.