

GetBlipIcon

This function returns the icon a blip currently has.

Syntax

```
int getBlipIcon ( blip theBlip )
```

OOP Syntax Help! I don't understand this!

Method: *blip:getIcon(...)*

Variable: *.icon*

Counterpart: *setBlipIcon*

Required Arguments

- **theBlip:** the blip we're getting the icon number of.

Returns

Returns an int indicating which icon the blip has. Valid values are listed on the Radar Blips page.