

# GetBlipColor

This function will tell you what color a blip is. This color is only applicable to the default blip icon (■, ▲ or ▼). All other icons will ignore this.

## Syntax

```
int int int int getBlipColor ( blip theBlip )
```

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

**Method:** *blip:getColor(...)*  
**Counterpart:** *setBlipColor*

## Required Arguments

- **theBlip:** The blip whose color you wish to get.

## Returns

Returns four integers in RGBA format, with a maximum value of 255 for each. The values are, in order, *red*, *green*, *blue*, and *alpha*. Alpha decides the transparency where 255 is opaque and 0 is fully transparent. *false* is returned if the blip is invalid.