SetBlipVisibleDistance

This function will set the visible distance of a blip.

Syntax

```
bool setBlipVisibleDistance ( blip theBlip, float theDistance )
```

OOP Syntax Help! I don't understand this!

>   **Method**: *blip:setVisibleDistance(...)*
>   **Variable**: *.visibleDistance*
>   **Counterpart**: *getBlipVisibleDistance*

Required Arguments

- **theBlip:** The blip whose visible distance you wish to get.
- **theDistance:** The distance you want the blip to be visible for. Value gets clamped between 0 and 65535.

Returns

Returns true if successful, false otherwise.