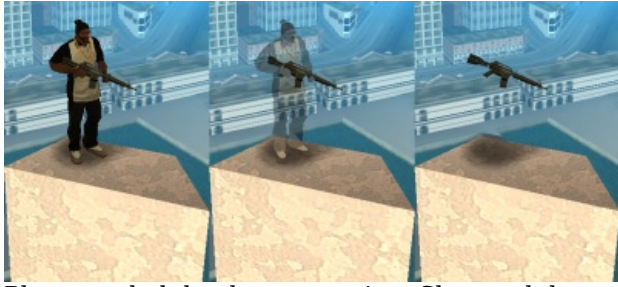


SetElementAlpha



Player ped alpha demonstration. Shown alpha levels are 255, 100 and 0 (left to right).

This function sets the alpha (transparency) value for the specified element. This can be a player, ped, object, vehicle or weapon.

Syntax

```
bool setElementAlpha ( element theElement, int alpha )
```

OOP Syntax Help! I don't understand this!

Method: *element:setAlpha(...)*

Variable: *.alpha*

Counterpart: *getElementAlpha*

Required Arguments

- **theElement:** The element whose alpha you want to set.
- **alpha:** The alpha value to set. Values are 0-255, where 255 is fully opaque and 0 is fully transparent.
 - **Note:** Objects are fully transparent at 140.

Returns

Returns *true* or *false* if invalid arguments were passed.