IsElementVisibleTo

This checks if an element is visible to a player. This does not check if the player can literally see the element, just that they are aware that it exists. Some so-called per-player elements are able to be visible only to some players, as such this checks if this is the case for a particular element/player combination.

Syntax

```
bool isElementVisibleTo ( element theElement, element visibleTo )
```

OOP Syntax Help! I don't understand this!

> **Method**: *element:isVisibleTo(...)*
> **Counterpart**: *setElementVisibleTo*

Required Arguments

- **theElement:** The element you want to check the visibility of
- **visibleTo:** The player you want to check against

Returns

Returns *true* if element is visible to the specified player, *false* if not or an invalid argument was passed to the function.