SetPlayerHudComponentVisible

This function will show or hide a part of the player's HUD.

Syntax

Server

```
bool setPlayerHudComponentVisible ( player thePlayer, string component, bool show )
```

OOP Syntax Help! I don't understand this!

> **Method**: *player:setHudComponentVisible(...)*

Required Arguments

- **thePlayer:** The player element for which you wish to show/hide a HUD component
- **component:** The component you wish to show or hide. Valid values are:

  - **all:** All of the following at the same time
  - **ammo:** The display showing how much ammo the player has in their weapon
  - **area_name:** The text that appears containing the name of the area a player has entered
  - **armour:** The display showing the player's armor
  - **breath:** The display showing the player's breath
  - **clock:** The display showing the in-game time
  - **health:** The display showing the player's health
  - **money:** The display showing how much money the player has
  - **radar:** The bottom-left corner miniradar
  - **vehicle_name:** The text that appears containing the player's vehicle name when the player enters a vehicle
  - **weapon:** The display showing the player's weapon

  - **radio:** The display showing the radio label
  - **wanted:** The display showing the player's wanted level
  - **crosshair:** The weapon crosshair and sniper scope

- **show:** Specify if the component should be shown (*true*) or hidden (*false*)

Client

```
bool setPlayerHudComponentVisible ( string component, bool show )
```

Required Arguments

- **component:** The component you wish to show or hide. Valid values are:

  - **all:** All of the following at the same time
  - **ammo:** The display showing how much ammo the player has in their weapon
  - **area_name:** The text that appears containing the name of the area a player has entered
  - **armour:** The display showing the player's armor
  - **breath:** The display showing the player's breath
  - **clock:** The display showing the in-game time
  - **health:** The display showing the player's health
  - **money:** The display showing how much money the player has
  - **radar:** The bottom-left corner miniradar
  - **vehicle_name:** The text that appears containing the player's vehicle name when the player enters a vehicle
  - **weapon:** The display showing the player's weapon

  - **radio:** The display showing the radio label
  - **wanted:** The display showing the player's wanted level
  - **crosshair:** The weapon crosshair and sniper scope

- **show:** Specify if the component should be shown (*true*) or hidden (*false*)

Returns

Returns *true* if the component was shown or hidden succesfully, *false* if an invalid argument was specified.

Requirements

Minimum server version	**1.3.2**
Minimum client version	**1.3.2**

Note: Using this feature requires the resource to have the above minimum version declared in the meta.xml **<min_nrp_version>** section. *e.g. <min_nrp_version server="1.3.2" client="1.3.2" />*

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Minimum client version	**1.3.2**

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