

# SetPlayerNametagShowing

This function allows you to set whether a player's nametag visibility both clientside and serverside

Use this to define whether the player's name tag is visible or invisible.

## Syntax

```
bool setPlayerNametagShowing ( player thePlayer, bool showing )
```

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

**Method:** *player:setNametagShowing(...)*

**Variable:** *.nametagShowing*

**Counterpart:** *isPlayerNametagShowing*

## Required Arguments

- **thePlayer:** Define the player whos tag visiblity status you want to change
- **showing:** Use true or false to show/hide the tag

## Returns

Returns *true* if successful, *false* otherwise