IsDebugViewActive

This function returns whether the ingame debug window is visible or not. This is the debugwindow visible using the "debugscript <level>" command.

Syntax

```
bool isDebugViewActive ()
```

OOP Syntax Help! I don't understand this!

> **Method**: *GuiElement.isDebugViewActive(...)*
> **Variable**: *.debugViewActive*
> **Counterpart**: *setDebugViewActive*

Returns

Returns *true* if the debug view is visible, *false* if not.