

# GetBlipSize

This function gets the size of a blip..

## Syntax

```
int getBlipSize ( blip theBlip )
```

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

**Method:** *blip:getSize(...)*

**Variable:** *.size*

**Counterpart:** *setBlipSize*

## Required Arguments

- **theBlip:** The blip you wish to get the size of.

## Returns

Returns an int indicating the size of the blip. The default value is 2. The maximum value is 25.