

Shared function

# GetFarClipDistance

This function will tell you what is the current render distance.

**Note:** The function will return *false* server-side if far clip distance has not been set before the function is called.

**Note:** Default far clip distance value is 800.

## Syntax

```
float getFarClipDistance ( )
```

## Returns

Returns a *float* with the current render distance, *false* if the operation could not be completed.