

Shared function

# SetFogDistance

This function changes the distance at which fog appears. Keep in mind that this function doesn't change the distance of render.

## Syntax

```
bool setFogDistance ( float distance )
```

## Arguments

- **distance:** distance in GTA units at which fog will appear. Very short or negative distances will cause graphical bugs to the players.

## Returns

Returns *true* if the distance changed successfully, *false* if bad arguments were passed.