

SetPlayerNametagColor

This allows you to change the RGB color mixture in the name tags of players.

Note: If the player is using a hexcode in front of their name, it will override this function. You must first strip the name of the hexcode using `removeHex`

Syntax

```
bool setPlayerNametagColor ( player thePlayer, int r, int g, int b )
```

OR

```
bool setPlayerNametagColor ( player thePlayer, false )
```

OOP Syntax [Help! I don't understand this!](#)

Method: *player:setNametagColor(...)*

Required Arguments

- **thePlayer:** The player whose name tag text you wish to change the color of
- **r:** The amount of red you want in the mixture of RGB (0-255 is valid)
- **g:** The amount of green you want in the mixture of RGB (0-255 is valid)
- **b:** The amount of blue you want in the mixture of RGB (0-255 is valid)
- **false:** If false is specified instead of the colors, the nametag color will reset to defaulting to your team color.

Returns

Returns *true* if the function was successful, *false* otherwise.