

# setRenderNametags

Client-side function

This function can be used to enable or disable rendering of the player name tags. By default is set to true.

## Syntax

```
?  
1bool setRenderNametags ( bool state )
```

## Parameters

1. **state** - Is rendering enabled (true), or disabled (false).

## Returns

Bool result of setting state to false

## Example

```
?  
1// some custom event  
2addEventHandler("onClientPlayerConnect", function(playerid, nickname) {  
3    // disables all the nametags and healthbars  
4    setRenderNametags(false);  
5    setRenderHealthbar(false);  
6});
```

## See Also

- getFPS
- getScreenSize
- getScreenFromWorld
- getWorldFromScreen
- showChat
- isChatVisible
- isInputVisible
- sendMessage
- isTransferBoxShowing
- isMainMenuShowing
- **setRenderNametags**
- setRenderHealthbars
- getMousePosition

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