

getLensFlareEnabled



Introduced in	
Version:	1.70
Description	
Description:	Returns the visibility setting for lens flare effects.
Syntax	
Syntax:	<code>getLensFlareEnabled</code>
Parameters:	
Return Value:	Boolean - If true , then lens flare effects are visible.
Examples	
Examples:	<code>_flares = getLensFlareEnabled</code>
Additional Information	
See also:	setLensFlareEnabled
Multiplayer:	
Problems:	

Notes