

getDrawMode



Introduced in	
Version:	1.43
Description	
Description:	Returns the draw mode of an object, as set by setDrawMode .
Syntax	
Syntax:	<code>getDrawMode</code> object
Parameters:	<ul style="list-style-type: none">object: Object - Object to check.
Return Value:	String - Current draw mode of an object. Possible values are "normal" or "transparent".
Examples	
Examples:	<pre>_dmode = getDrawMode myCar; // may return "transparent"</pre>
Additional Information	
See also:	setDrawMode
Multiplayer:	
Problems:	

Notes