

# getOpticsDOF



<b>Introduced in</b>	
Version:	1.30
<b>Description</b>	
Description:	Returns the player current focal settings.
<b>Syntax</b>	
Syntax:	<code>getOpticsDOF</code>
Parameters:	
Return Value:	<a href="#">Array</a> - [focal plane, blur factor] - See <a href="#">setOpticsDOF</a> for details.
<b>Examples</b>	
Examples:	<code>_focus = getOpticsDOF</code>
<b>Additional Information</b>	
See also:	<a href="#">setOpticsDOF</a>
Multiplayer:	
Problems:	

## Notes