

isFloatingAimingMarkHidden



Introduced in	
Version:	1.69
Description	
Description:	Returns the visibility status of a floating aiming mark (as set by hideFloatingAimingMark). <i>Not available in V2.00+ yet!</i>
Syntax	
Syntax:	vehicle isFloatingAimingMarkHidden turret
Parameters:	<ul style="list-style-type: none">vehicle: Object - Vehicle with turretsturret: Array - Turret path that has floating aiming mark
Return Value:	Boolean - If true , then aiming mark is currently hidden

Examples	
Examples:	<code>_hidden = tank1 isFloatingAimingMarkHidden [0]</code>
Additional Information	
See also:	hideFloatingAimingMark
Multiplayer:	
Problems:	

Notes