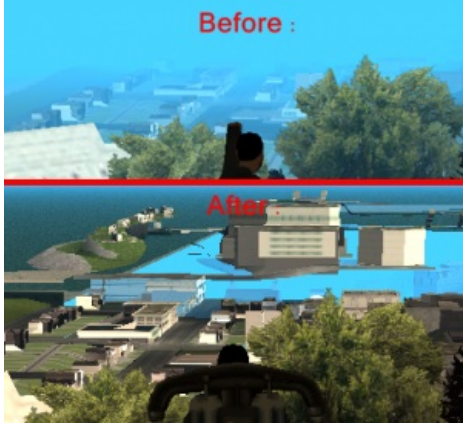# SetFarClipDistance

This function is used to set the distance of render. Areas beyond the specified distance will not be rendered.

Syntax

```
bool setFarClipDistance ( float distance )
```


example for function

Required Arguments

- **distance:** A float specifying the distance of render. **Setting this less than 5 will cause problems to the client.**

Returns

Returns *true* if the distance was set correctly, *false* if invalid arguments were passed.