

SetColorFilter

This function is used to override the default color filtering values.

Tip: Normally the game is adding these colors to a screen to simulate weather effects. Sometimes it can be important to disable these effects. You can get rid of the effects by calling this function with zero values.

Syntax

```
bool setColorFilter ( int aRed, int aGreen, int aBlue, int aAlpha, int bRed, int bGreen, int bBlue, int bAlpha )
```

Required Arguments

- **aRed:** The amount of red (0-255).
- **aGreen:** The amount of green (0-255).
- **aBlue:** The amount of blue (0-255).
- **aAlpha:** The amount of alpha (0-255).
- **bRed:** The amount of red (0-255).
- **bGreen:** The amount of green (0-255).
- **bBlue:** The amount of blue (0-255).
- **bAlpha:** The amount of alpha (0-255).

Returns

Returns *true* if the color filter was set, *false* otherwise.