

SetSearchLightStartPosition

This function sets the start position of a searchlight element.

Syntax

```
bool setSearchLightStartPosition ( searchlight theSearchLight, float startX, float startY, float startZ )
```

OOP Syntax Help! I don't understand this!

Method: *searchLight:setStartPosition(...)*

Variable: *.startPosition*

Counterpart: *getSearchLightStartPosition*

Required Arguments

- **theSearchLight:** the searchlight to modify the property of.
- **startX:** the X coordinate where the searchlight light cone will start.
- **startY:** the Y coordinate where the searchlight light cone will start.
- **startZ:** the Z coordinate where the searchlight light cone will start.

Returns

If every argument is correct, this function returns *true*. If not, it will return *false* plus an error message.