Client-side function

CreateLight

This function creates a 3D light in the world.

> **Note:**
>
> - The direction of the light only has any effect if the light type is *spot light*.
> - One light will only apply illumination effects to peds, players, wheels and number plates (like a emergency vehicle siren light does).
> - Two or more lights will apply illumination effects to everything (excluding objects) that is in range of, at least, two of them.

Syntax

```
light createLight ( int lightType, float posX, float posY, float posZ [, float radius = 3, int r = 255, int g = 0, int b = 0,
 float dirX = 0, float dirY = 0, float dirZ = 0, bool createsShadow = false ] )
```

OOP Syntax Help! I don't understand this!

Method: *Light(...)*

Required Arguments

- **lightType:** An integer representing the type of light to create.
  - **0**: Point light, which illuminates surroundings evenly across the light radius.
  - **1**: Spot light, which illuminates the direction of the light defined by *dirX*, *dirY* and *dirZ*.
  - **2**: Dark light, which darkens its surrounding elements to full black.
- **posX:** A floating point number representing the X coordinate on the map.
- **posY:** A floating point number representing the Y coordinate on the map.
- **posZ:** A floating point number representing the Z coordinate on the map.

Optional Arguments

NOTE: When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **radius:** A floating point number representing the radius of the light.
- **r:** An integer number representing the amount of red to use in the colouring of the light (0 - 255).
- **g:** An integer number representing the amount of green to use in the colouring of the light (0 - 255).
- **b:** An integer number representing the amount of blue to use in the colouring of the light (0 - 255).
- **dirX:** A floating point number representing the light direction's X coordinate on the map.
- **dirY:** A floating point number representing the light direction's Y coordinate on the map.
- **dirZ:** A floating point number representing the light direction's Z coordinate on the map.
- **createsShadow:** A boolean representing whether or not does the light cast shadows.

Returns

Returns the light element if creation was successful, *false* otherwise.