

SetRadarAreaColor

Sets the color of an existing radar area.

Syntax

```
bool setRadarAreaColor ( radararea theRadarArea, int r, int g, int b, int a )
```

OOP Syntax Help! I don't understand this!

Method: *radararea:setColor(...)*

Required Arguments

- **theRadarArea:** the radararea element whose color you wish to set.
- **r:** an integer representing the amount of red in the color (0 for no red, 255 for solid red)
- **g:** an integer representing the amount of green in the color (0 for no green, 255 for solid green)
- **b:** an integer representing the amount of blue in the color (0 for no blue, 255 for solid blue)
- **a:** an integer representing the color's alpha (0 for transparent, 255 for opaque)

Returns

Returns *true* if the color was set successfully, *false* if the radar area doesn't exist or the color arguments are improper.