

# GetRadarAreaSize

This function is used for getting the X and Y size of an existing radar area.

## Syntax

float, float getRadarAreaSize ( radararea theRadararea )

**OOP Syntax** [Help! I don't understand this!](#)

**Method:** *radararea:getSize(...)*

## Required Arguments

- **theRadararea:** The radar area element whose size you wish to get.

## Returns

Returns two *floats* indicating the X and Y length of the radar area respectively, *false* if the radar area is invalid.