SetCameraGoggleEffect

This function allows you to set the camera's current goggle effect. This means you can activate nightvision or infrared effects by script

Syntax

```
bool setCameraGoggleEffect ( string goggleEffect [, bool noiseEnabled = true ] )
```

OOP Syntax Help! I don't understand this!

    Method: *Camera.setGoggleEffect(...)*
    Variable: *.goggleEffect*
    Counterpart: *getCameraGoggleEffect*

Required Arguments

- **goggleEffect:** the goggle effect you wish to set

  - **normal**: No camera goggle effect
  - **nightvision**: Nightvision camera
  - **thermalvision**: Infrared camera

- **noiseEnabled:** whether or not there should be a fuzzy noise effect

Returns

- *true* if the effect was set correctly.
- *false* otherwise.