SetObjectScale

This function changes the visible size of an object.

> **Note:** setObjectScale **does not** affect the collision models for the object, as such is unsuitable for use for interaction with players, vehicles or other objects.

Syntax

```
bool setObjectScale ( object theObject, float scale [, float scaleY = scale, float scaleZ = scale ] )
```

OOP Syntax Help! I don't understand this!

> **Method**: *object:setScale(...)*
> **Variable**: *.scale*
> **Counterpart**: *getObjectScale*

Required Arguments

- **theObject**: the object you wish to change the scale of.
- **scale**: a float containing the new scale. 1.0 is the standard scale, with 0.5 being half the size and 2.0 being twice the size. If the scaleY is set, this will be scaleX.

Optional Arguments

- **scaleY**: a float containing the new scale on the Y axis
- **scaleZ**: a float containing the new scale on the Z axis

Returns

- *true* if the scale was set properly.
- *false* otherwise.