

# SetWaveHeight

This function sets the wave height to the desired value, the default is 0.

## Syntax

```
bool setWaveHeight ( float height )
```

**OOP Syntax** Help! I don't understand this!

**Method:** *Water.setWaveHeight(...)*  
**Counterpart:** *getWaveHeight*

## Required Arguments

- **height:** A float between 0 and 100.

## Returns

Returns a boolean value *true* or *false* that tells you if it was successful or not.