

# SetLightColor

This function sets the color for a light element.

## Syntax

```
bool setLightColor ( light theLight, float r, float g, float b )
```

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

- Method:** *light:setColor(...)*
- Variable:** *.color*
- Counterpart:** *getLightColor*

## Required Arguments

- **theLight:** The light that you wish to set the color of.

## Returns

Returns *true* if the function was successful, *false* otherwise.