

SetMarkerColor

This function sets the color of the specified marker by modifying the values for red, green, blue and alpha.

Syntax

```
bool setMarkerColor ( marker theMarker, int r, int g, int b, int a )
```

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

Method: *Marker:setColor(...)*
Counterpart: *getMarkerColor*

Required Arguments

- **theMarker:** The marker that you wish to set the color of.
- **r:** The amount of red in the final color (0 to 255).
- **g:** The amount of green in the final color (0 to 255).
- **b:** The amount of blue in the final color (0 to 255).
- **a:** The amount of alpha in the final color (0 to 255).