

SetRadarAreaSize

This function changes the size of an existing radar area.

Syntax

```
bool setRadarAreaSize ( radararea theRadararea, float x, float y )
```

OOP Syntax Help! I don't understand this!

Method: *radararea:setSize(...)*

Required Arguments

- **theRadararea:** the radararea element whose size is to be changed.
- **x:** the x length of the radar area.
- **y:** the y length of the radar area.

Returns

Returns *true* if the size was set successfully, *false* if invalid arguments are passed.