CreateSearchLight

This function creates a searchlight. A searchlight is a spotlight which looks like the one available in the Police Maverick.

> **Tip:** *You should only use this function when you are sure that the searchlight will point upwards or downwards.* Using them horizontally or almost horizontally will generate visual artifacts in the searchlight.

Syntax

```
searchlight createSearchLight ( float startX, float startY, float startZ, float endX, float endY, float endZ, float startRadius, float endRadius [, bool renderSpot = true ] )
```

OOP Syntax Help! I don't understand this!

> **Method**: *SearchLight(...)*

Required Arguments

- **startX**: the X coordinate where the searchlight light cone will start.
- **startY**: the Y coordinate where the searchlight light cone will start.
- **startZ**: the Z coordinate where the searchlight light cone will start.
- **endX**: the X coordinate of the direction where the searchlight will point to.
- **endY**: the Y coordinate of the direction where the searchlight will point to.
- **endZ**: the Z coordinate of the direction where the searchlight will point to.
- **startRadius**: the radius of the searchlight's light cone in its beginning.
- **endRadius**: the radius of the searchlight's light cone in its end.

Optional Arguments

NOTE: When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **renderSpot**: if *true*, the searchlight will lighten the surface where it ends.

Returns

If every argument is correct and the limit of 1000 searchlights has not been reached, this function returns a searchlight element. Otherwise, it returns *false*.