

GetLightDirection

This function returns the direction for a light element.

Syntax

```
float, float, float getLightDirection ( light theLight )
```

OOP Syntax Help! I don't understand this!

- Method:** *light:getDirection(...)*
- Variable:** *.direction*
- Counterpart:** *setLightDirection*

Required Arguments

- **theLight:** The light that you wish to retrieve the direction of.

Returns

Returns three ints corresponding to the x, y and z coordinates (respectively) of the light direction, *false* if invalid arguments were passed.