SetTeamColor

This function is for setting the color of a specified team. This color is shown, for example, in the team players' nametags.

Syntax

```
bool setTeamColor ( team theTeam, int colorR, int colorG, int colorB )
```

OOP Syntax Help! I don't understand this!

> **Method**: *team:setColor(...)*

Required Arguments

- **theTeam:** The team you want to change the color of.
- **colorR:** An integer representing the red color value, from 0 to 255.
- **colorG:** An integer representing the green color value, from 0 to 255.
- **colorB:** An integer representing the blue color value, from 0 to 255.

Returns

Returns *true* if the team is valid and the color is different, otherwise *false*.