

Client-side function

# SetLightDirection

This function sets the direction for a light element.

## Syntax

```
bool setLightDirection ( light theLight, float x, float y, float z )
```

**OOP Syntax** Help! I don't understand this!

**Method:** *light:setDirection(...)*

**Variable:** *.direction*

**Counterpart:** *getLightDirection*

## Required Arguments

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

## Returns

Returns *true* if the function was successful, *false* otherwise.