

GetEffectDensity

This function gets the density of certain effect.

Syntax

```
float getEffectDensity ( effect theEffect )
```

OOP Syntax Help! I don't understand this!

- Method:** *effect:getDensity(...)*
- Variable:** *.density*
- Counterpart:** *setEffectDensity*

Required Arguments

- **theEffect:** The effect to get density of.