

# SetRadarAreaFlashing

This function makes an existing radar area flash in transparency.

## Syntax

```
bool setRadarAreaFlashing ( radararea theRadarArea, bool flash )
```

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

**Method:** *radararea:setFlashing(...)*

**Variable:** *.flashing*

**Counterpart:** *isRadarAreaFlashing*

## Required Arguments

- **theRadarArea:** the radararea element we want to change flashing state of.
- **flash:** a bool indicating whether the radar area should flash (*true* to flash, *false* to not flash).

## Returns

Returns *true* if the new flash state was successfully set, *false* if the radar area doesn't exist or invalid arguments were passed.