

# GetSearchLightEndPosition

This function gets the end position of a searchlight element.

## Syntax

```
float float float getSearchLightEndPosition ( searchlight theSearchLight )
```

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

- Method:** *searchLight:getEndPosition(...)*
- Variable:** *.endPosition*
- Counterpart:** *setSearchLightEndPosition*

## Required Arguments

- **theSearchLight:** the searchlight to get the position where the searchlight's light cone ends.

## Returns

If the specified searchlight element is valid, this function will return three *float*, which are the three coordinates of searchlight's end position. If not, it will return *false* plus an error message.