

SetGrainLevel

ADDED/UPDATED IN VERSION 1.6.0 r21902:

This function sets a level of the overlay grain effect. The game will draw it on top of other grain effects. It can be used to imitate an effect of radiation or electromagnetic disturbances, for example.

Syntax

```
bool setGrainLevel ( int level )
```

Required Arguments

- **level:** The amount of grain (0-255).

Returns

Returns *true* if the grain level was set, *false* otherwise.