SetWaterColor

This function changes the water color of the GTA world.

Syntax

```
bool setWaterColor ( int red, int green, int blue, [ int alpha = 200 ] )
```

OOP Syntax Help! I don't understand this!

> **Method**: *water:setColor(...)*
> **Counterpart**: *getWaterColor*

Required Arguments

- **red:** The *red* value of the water, from 0 to 255.
- **green:** The *green* value of the water, from 0 to 255.
- **blue:** The *blue* value of the water, from 0 to 255.

Optional Arguments

NOTE: When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **alpha:** The *alpha* (visibility) value of the water, from 0 to 255. Defaults to 200 if not declared.

Returns

Returns *true* if water color was set correctly, *false* if invalid values were passed.