# SetSearchLightStartRadius

This function sets the start radius of a searchlight element.

## Syntax

```
bool setSearchLightStartRadius ( searchlight theSearchlight, float startRadius )
```

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

> **Method**: *searchLight:setStartRadius(...)*
> **Variable**: *.startRadius*
> **Counterpart**: *getSearchLightStartRadius*

### Required Arguments

- **theSearchLight**: the searchlight to modify the property of.
- **startRadius**: the radius of the searchlight's light cone in its beginning.

### Returns

If every argument is correct, this function returns *true*. If not, it will return *false* plus an error message.