

GetLightRadius

This function returns the radius for a light element.

Syntax

float getLightRadius (light theLight)

OOP Syntax Help! I don't understand this!

Method: *light:getRadius(...)*

Variable: *.radius*

Counterpart: *setLightRadius*

Required Arguments

- **theLight:** The light that you wish to retrieve the radius of.

Returns

Returns a float containing the radius of the specified light, *false* if invalid arguments were passed.