

# SetSearchLightEndPosition

## Syntax

```
bool setSearchLightEndPosition ( searchlight theSearchLight, float endX, float endY, float endZ )
```

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

**Method:** *searchLight:setEndPosition(...)*

**Variable:** *.endPosition*

**Counterpart:** *getSearchLightEndPosition*

## Required Arguments

- **theSearchLight:** the searchlight to modify the property of.
- **endX:** the X coordinate where the searchlight light cone will end.
- **endY:** the Y coordinate where the searchlight light cone will end.
- **endZ:** the Z coordinate where the searchlight light cone will end.

## Returns

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