

Client-side function

# SetEffectSpeed

This function sets the speed of a specified effect.

## Syntax

```
bool setEffectSpeed ( effect theEffect, float speed )
```

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

**Method:** *effect:setSpeed(...)*

**Variable:** *.speed*

**Counterpart:** *getEffectSpeed*

## Required Arguments

- **theEffect:** The effect to change the speed of.
- **speed:** The speed to set.

## Returns

Returns *true* if the effect speed was succesfully changed, *false* otherwise.