

SetEffectDensity

This function sets the density of a specified effect.



Warning: Upper density limit of this function depends on client FX Quality setting.

The limit is 1 for Low, 1.5 for Medium, and 2 for High/Very high.

Syntax

```
bool setEffectDensity ( effect theEffect, float density )
```

OOP Syntax [Help! I don't understand this!](#)

Method: *effect:setDensity(...)*
Variable: *.density*
Counterpart: *getEffectDensity*

Required Arguments

- **theEffect:** The effect to change the speed of.
- **density:** The level of density (from 0 to 2).

Returns

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