GetLightType

This function returns the type for a light element.

Syntax

```
int getLightType ( light theLight )
```

OOP Syntax Help! I don't understand this!

>   **Method**: *light:getType(...)*

Required Arguments

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

Returns

Returns an int containing the type of the specified light, *false* if invalid arguments were passed.