SetMarkerSize

This function sets the size of the specified marker.

Setting negative value will "flip" the marker, do nothing or make it invisible:

- **cylinder** or **arrow**: upside down
- **ring**: inside out
- **checkpoint**: disappear
- **corona**: bigger

Syntax

```
bool setMarkerSize ( marker theMarker, float size )
```

OOP Syntax Help! I don't understand this!

> **Method**: *Marker:setSize(...)*
> **Variable**: *.size*
> **Counterpart**: *getMarkerSize*

Required Arguments

- **theMarker:** The marker that you wish to set the size of.
- **size:** A float representing new size of the marker.

Returns

Returns *true* if successful, *false* if failed.

Example 1

This example creates a cylinder marker at the position 0, 0, 2 and sets its size to *2.5*.

```
local newMarker = createMarker ( 0, 0, 2, "cylinder", 1 )
setMarkerSize ( newMarker, 2.5 )
```

Example 2

This example creates a cylinder marker at the position 0, 0, 2 and plus its size by *1* by using 'getMarkerSize'.

```
local newMarker = createMarker ( 0, 0, 2, "cylinder", 1 )
setMarkerSize ( newMarker, getMarkerSize( newMarker ) + 1 )
```