DxSetTextureEdge

This functions allows you to change the edge handling after creating the texture.

Syntax

```
bool dxSetTextureEdge ( texture theTexture, string textureEdge [, int border-color] )
```

OOP Syntax Help! I don't understand this!

> **Method**: *texture:setEdge(...)*

Required Arguments

- **theTexture:** The affected texture
- **textureEdge:** The texture edge mode. Available modes are **wrap, mirror, clamp, border, mirror-once**

Optional Arguments

- **border-color:** If textureEdge is set to border, you are able to define a border color here