

SetSearchLightEndRadius

This function sets the end radius of a searchlight element.

Syntax

```
bool setSearchLightEndRadius ( searchlight theSearchlight, float endRadius )
```

OOP Syntax Help! I don't understand this!

Method: *searchLight:setEndRadius(...)*

Variable: *.endRadius*

Counterpart: *getSearchLightEndRadius*

Required Arguments

- **theSearchLight:** the searchlight to modify the property of.
- **endRadius:** the radius of the searchlight's light cone in its end.

Returns

If every argument is correct, this function returns *true*. If not, it will return *false* plus an error message.