

# SetLightRadius

This function sets the radius for a light element.

## Syntax

bool setLightRadius ( light theLight, float radius )

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

- Method:** *light:setRadius(...)*
- Variable:** *.radius*
- Counterpart:** *getLightRadius*

## Required Arguments

- **theLight:** The light that you wish to set the radius of.

## Returns

Returns *true* if the function was successful, *false* otherwise.