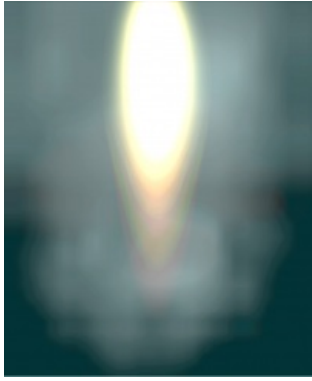


Client-side function

FxAddTankFire



Tank fire

This function creates a tank firing particle effect.

Syntax

```
bool fxAddTankFire ( float posX, float posY, float posZ, float dirX, float dirY, float dirZ )
```

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

Method: *Effect.addTankFire(...)*

Required Arguments

- **posX, posY, posZ:** the world coordinates where the effect originates.
- **dirX, dirY, dirZ:** a direction vector indicating where the tank fire is directed to.

Returns

Returns a true if the operation was successful, false otherwise.