

CreateExplosion

Creates an explosion of a certain type at a specified point in the world. If creator is specified, the explosion will occur only in its dimension.

Syntax

Server

```
bool createExplosion ( float x, float y, float z, int theType [, player creator = nil ] )
```

Required Arguments

- **x:** a float value that specifies the X world coordinate where the explosion is created at.
- **y:** a float value that specifies the Y world coordinate where the explosion is created at.
- **z:** a float value that specifies the Z world coordinate where the explosion is created at.
- **theType:** an integer specifying the explosion type, see: Explosion types

Optional Arguments

- **creator:** the explosion's simulated creator, the player responsible for it.

Client

```
bool createExplosion ( float x, float y, float z, int theType [, bool makeSound = true, float camShake = -1.0, bool damaging = true ] )
```

Required Arguments

- **x:** a float value that specifies the X world coordinate where the explosion is created at.
- **y:** a float value that specifies the Y world coordinate where the explosion is created at.
- **z:** a float value that specifies the Z world coordinate where the explosion is created at.
- **theType:** a integer specifying the explosion type, see: Explosion types

Optional Arguments

- **makeSound:** a boolean specifying whether the explosion should be heard or not.
- **camShake:** a float specifying the camera shake's intensity.
- **damaging:** a boolean specifying whether the explosion should cause damage or not.

Returns

- *true* if the explosion was created.
- *false* if invalid parameters were passed.