

# SetWindVelocity

This function changes the wind velocity. The wind shakes the vegetation and makes particles fly in a direction. The intensity and direction of the effect deppends of the wind velocity in each axis.

## Syntax

```
bool setWindVelocity ( float velocityX, float velocityY, float velocityZ )
```

## Required Arguments

- **velocityX**: The velocity of the wind along the x axis.
- **velocityY**: The velocity of the wind along the y axis.
- **velocityZ**: The velocity of the wind along the z axis.

## Returns

Returns *true* if successful, *false* if bad arguments were passed.