

Client-side function

CreateSWATRope

Creates a SWAT rope like that of the rope in single player used by SWAT Teams abseiling from the Police Maverick.

Syntax

```
bool createSWATRope ( float fx, float fy, float fZ, int duration )
```

Required Arguments

- **fx, fy, fz:** the world coordinates where the effect originates.
- **duration:** the amount in milliseconds the rope will be there before falling to the ground.