

# FxAddFootSplash



Foot splash

This function creates a foot splash particle effect, normally created when walking into water.

## Syntax

```
bool fxAddFootSplash ( float posX, float posY, float posZ )
```

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

**Method:** *Effect.addFootSplash(...)*

## Required Arguments

- **posX:** A float representing the **x** position of the splash
- **posY:** A float representing the **y** position of the splash
- **posZ:** A float representing the **z** position of the splash

## Returns

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