FxAddPunchImpact

Punch impact

Creates a punch impact particle effect (a small dust cloud).

Syntax

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

OOP Syntax Help! I don't understand this!

>   **Method**: *Effect.addPunchImpact(...)*

Required Arguments

- **posX, posY, posZ:** the world coordinates where the effect originates.
- **dirX, dirY, dirZ:** a vector indicating the movement direction of the effect.

Returns

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