

FxAddGunshot



Gunshot

This function creates a gunshot particle effect.

Syntax

```
bool fxAddGunshot ( float posX, float posY, float posZ, float dirX, float dirY, float dirZ [, bool includeSparks = true ] )
```

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

Method: *Effect.addGunshot(...)*

Required Arguments

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

Optional Arguments

NOTE: When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **includeSparks:** A bool representing whether the particle effect will generate sparks.

Returns

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