FxAddWood

Wood

Creates a wood splinter particle effect.

Syntax

```
bool fxAddWood ( float posX, float posY, float posZ, float dirX, float dirY, float dirZ [, int count = 1, float brightness = 1.0 ] )
```

OOP Syntax Help! I don't understand this!

   Method: *Effect.addWood(...)*

Required Arguments

- **posX, posY, posZ:** the world coordinates where the effect originates.
- **dirX, dirY, dirZ:** a direction vector indicating where the wood splinters fly to.

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.

- **count:** the number of splinters to create.
- **brightness:** the brightness. Ranges from 0 (black) to 1 (normal color).

Returns

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