

FxAddBulletImpact



Bullet impact

Creates a bullet impact particle effect, consisting of a small smoke cloud and a number of sparks.

Syntax

```
bool fxAddBulletImpact ( float posX, float posY, float posZ, float dirX, float dirY, float dirZ [, int smokeSize = 1, int sparkCount = 1, float smokeIntensity = 1.0 ] )
```

OOP Syntax Help! I don't understand this!

Method: *Effect.addBulletImpact(...)*

Required Arguments

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

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.

- **smokeSize:** the size of the smoke cloud.
- **sparkCount:** the number of sparks to create.
- **smokeIntensity:** the amount/transparency of smoke, ranges from 0 to 1.

Returns

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