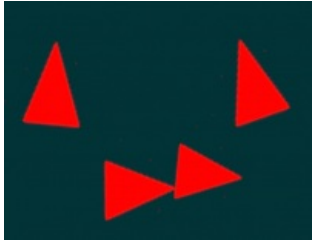


FxAddGlass



Glass

This function creates a glass particle effect.

Syntax

```
bool fxAddGlass ( float posX, float posY, float posZ [, int colorR = 255, int colorG = 0, int colorB = 0, int colorA = 255, float scale = 1.0, int count = 1 ] )
```

OOP Syntax Help! I don't understand this!

Method: *Effect.addGlass(...)*

Required Arguments

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

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.

- **colorR, colorG, colorB, colorA:** the color and alpha (transparency) of the glass effect.
- **scale:** A float representing the size of the particle effect, where **1** is the standard size.
- **count:** The density of the particle effect.

Returns

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