ExtinguishFire

This function is used to extinguish all spreading fire, or spreading fire at specified coordinates.

Syntax

```
bool extinguishFire ( [ float x, float y, float z [, float radius = 1.0 ] ] )
```

Optional Arguments

- **x, y, z:** the coordinates at which any fire will be extinguished.
- **radius:** a float value indicating the radius in which to extinguish fire.

Returns

Returns *true* if successful, *false* otherwise.