FxAddTyreBurst

Tyre burst

Creates a tyre burst particle effect (a small white smoke puff).

Syntax

```
bool fxAddTyreBurst ( float posX, float posY, float posZ, float dirX, float dirY, float dirZ )
```

OOP Syntax Help! I don't understand this!

> **Method**: *Effect.addTyreBurst(...)*

Required Arguments

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

Returns

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