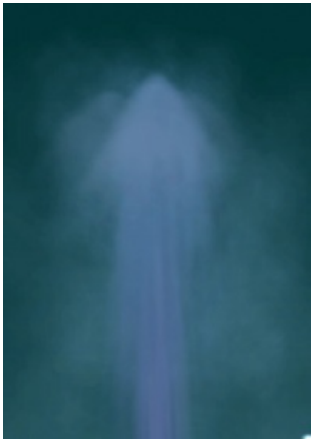


# FxAddWaterHydrant



Water hydrant

This function creates a water hydrant particle effect.

## Syntax

bool fxAddWaterHydrant ( float posX, float posY, float posZ )

**OOP Syntax** [Help!](#) I don't understand this!

**Method:** *Effect.addWaterHydrant(...)*

## Required Arguments

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

## Returns

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