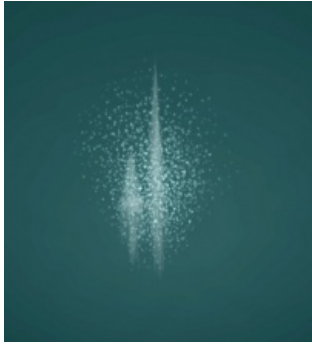


FxAddBulletSplash



Bullet splash

This function creates a bullet splash particle effect, normally created when shooting into water.

Syntax

```
bool fxAddBulletSplash ( float posX, float posY, float posZ )
```

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

Method: *Effect.addBulletSplash(...)*

Required Arguments

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

Returns

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