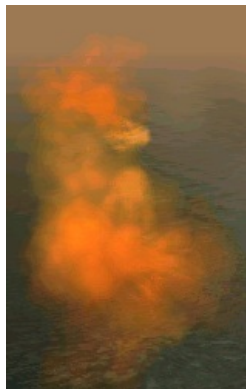


# CreateFire



Fire with default size (1.8)

Creates a patch of fire that will spread a bit and die out after a while. Because it's a client side only function, other players won't see it, so custom events or custom objects will be needed to make a fire visible to some players.

## Syntax

```
bool createFire ( float x, float y, float z [, float size = 1.8 ] )
```

## Required Arguments

- **x, y, z:** the coordinates when the initial patch of fire will be created.

## Optional Arguments

- **size:** a float value indicating the size of the initial patch of fire, this value also affects the duration of how long the fire remains.

## Returns

Returns *true* if successful, *false* if bad arguments were passed or the limit of active fires was reached. There can be a maximum of 60 active fires.