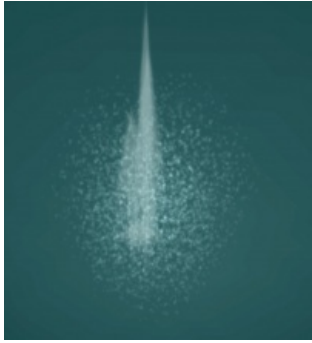


FxAddWaterSplash



Water splash

This function creates a water splash particle effect.

Syntax

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

OOP Syntax Help! I don't understand this!

Method: *Effect.addWaterSplash(...)*

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.