Shared function

CreateWater

Creates an area of water.

The largest possible size of a water area is 5996×5996. Also be aware that the function will change all x and y coordinates you specify into even integer numbers if necessary: this is because of a limitation of San Andreas.

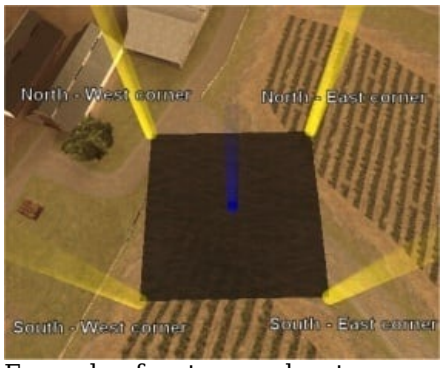
You are able to give the water a shallow water effect, which practically changes the water invisible to the eye. However, all elements still work the same way as without the shallow effect - allowing swimming, diving, vehicles to sink, etc.

> **Note:** X and Y positions will be changed to an even integer. i.e. -2, 0, 2, 4 etc.

> **Important Note:** If you're working with dimensions, be sure to apply it by using setElementDimension.

Syntax

```
water createWater ( float x1, float y1, float z1, float x2, float y2, float z2, float x3, float y3, float z3 [, float x4, flo
at y4, float z4 ] [, bool bShallow = false ] )
```



Example of water quadrant.

OOP Syntax Help! I don't understand this!

Method: *Water(...)*

Required Arguments

- **x1, y1, z1:** position of bottom left (south-west) corner.
- **x2, y2, z2:** position of bottom right (south-east) corner.
- **x3, y3, z3:** position of top left (north-west) corner.

Note: Only 3 coords creates a triangle

Optional Arguments

- **x4, y4, z4:** position of top right (north-east) corner.
- **bShallow:** gives the water a shallow water effect.

Returns

Returns a water element if successful, *false* otherwise. The water element can be repositioned with setElementPosition and destroyElement.