

SetHeatHaze

This function changes the heat haze effect.

Syntax

```
bool setHeatHaze ( int intensity, [ int randomShift = 0, int speedMin = 12, int speedMax = 18, int scanSizeX = 75, int scanSizeY = 80, int renderSizeX = 80, int renderSizeY = 85, bool bShowInside = false ] )
```

Optional Arguments

NOTE: When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **intensity:** The intensity of the effect, from 0 to 255.
- **randomShift:** Sets a random jitter, from 0 to 255.
- **speedMin:** The slowest effect speed, from 0 to 1000.
- **speedMax:** The fastest effect speed, from 0 to 1000.
- **scanSizeX:** The X size in pixels of the chunk grabbed from the screen, from -1000 to 1000.
- **scanSizeY:** The Y size in pixels of the chunk grabbed from the screen, from -1000 to 1000.
- **renderSizeX:** The X size in pixels the chunk will be when rendered back to the screen, from 0 to 1000.
- **renderSizeY:** The Y size in pixels the chunk will be when rendered back to the screen, from 0 to 1000.
- **bShowInside:** Set to *true* to enable the heat haze effect when inside a building.

Returns

Returns *true* if the heat haze effect was set correctly, *false* if invalid values were passed.