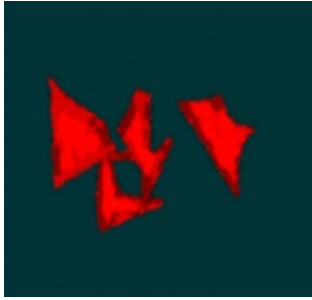# FxAddDebris

Debris

Creates a debris particle effect (e.g. bits that fly off a car when ramming a wall).

Syntax

```
bool fxAddDebris ( float posX, float posY, float posZ [, int colorR = 255, int colorG = 0, int colorB = 0, int colorA = 255, float scale = 1.0, int count = 1 ] )
```

OOP Syntax Help! I don't understand this!

>   **Method**: *Effect.addDebris(...)*

Required Arguments

- **posX, posY, posZ:** the world coordinates where the debris originates.

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.

- **colorR, colorG, colorB, colorA:** the color and alpha (transparency) of the debris effect.
- **scale:** the size of the chunks.
- **count:** the number of chunks to create.

Returns

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