

CreateEffect

Creates an effect on specified position.

Note: Not all effects support rotation (e.g. the "fire" - effect doesn't).

Note: All effects have their own duration.

Syntax

```
effect createEffect ( string name, float x, float y, float z [, float rX, float rY, float rZ, float drawDistance = 0, bool soundEnable = false ] )
```

OOP Syntax Help! I don't understand this!

Method: *Effect(...)*

Required Arguments

- **name:** A string contains effect name.
- **x:** A floating point number representing the X coordinate on the map.
- **y:** A floating point number representing the Y coordinate on the map.
- **z:** A floating point number representing the Z coordinate on the map.

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.

- **rX:** A floating point number representing the rotation about the X axis in degrees.
- **rY:** A floating point number representing the rotation about the Y axis in degrees.
- **rZ:** A floating point number representing the rotation about the Z axis in degrees.
- **drawDistance:** A floating point number between 1 and 8191 which represents the draw distance of the effect, or 0 to use the default draw distance.
- **soundEnable:** to enable the sound of the effect.

Returns

Returns the effect element if creation was successful, *false* otherwise.