# simpleShake

From Mafia2-Online

### **Description**

This function is used trigger a shake on player's camera

#### **Parameters**

```
(float speed, float strength, float duration)

float speed The shake's speed

float strength The shake's strength

float duration The shake's duration (in seconds)
```

#### **Return Values**

Nothing

## **Example**

```
?
laddCommandHandler( "shake",
2  function( playerid )
3  {
4   simpleShake(1, 5, 10);
5  }
6);
```

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