

fn_vbs_visual_arrowH



Introduced in	
Version:	1.30
Description	
Description:	Creates a horizontal 3D arrow that moves back and forth, pointing in a specified compass direction.
Syntax	
Syntax:	[position, direction, color, end] call fn_vbs_visual_arrowH
Parameters:	<ul style="list-style-type: none">• position: Position3D - Position for arrow to hover over.• direction: Number - Compass direction to point at.• color: Color - RGBA color of the arrow.• end: Number or Code - If a number, the arrow exists for that many seconds. If code, the arrow disappears once the code condition is met.
Return Value:	Object - Arrow created (only in V3.7+; in previous versions, nothing is returned).
Warning	
When using functions in VBS versions older than 3.4 , certain limitations and requirements should be kept in mind - the main ones being that capitalization of the function name is crucial, and that #include "vbs2\headers\function_library.hpp" has to be included in every script that utilizes it. More Category VBS Scripting Functions .	
Examples	
Examples:	Create an arrow that will exist until player gets in car2: <pre>[getpos player, getdir player, [1,1,0,0.5], {player in car2}] call fn_vbs_visual_arrowH;</pre>
Additional Information	
See also:	fn vbs visual arrowV
Multiplayer:	
Problems:	

Notes