

createShot



Introduced in	
Version:	1.00
Description	
Description:	Creates a shot of the specified type. Note: Versions older than <i>V1.54</i> require the <code>-tws</code> command-line option, in order to use this command.
Syntax	
Syntax:	<code>createShot [ammotype, position, velocity, sound, tracer, target]</code>
Parameters:	<ul style="list-style-type: none">• ammotype: String - Class name of ammunition (see the <code>ammo</code> parameter in Magazine Parameters in the VBS Developer Reference) to create.• position: Position3D - Position at which the shot is created.• velocity: Vector3D - Velocity [x, y, z] at which the ammunition travels.• sound: String - Class name of weapon (see Weapon Configuration in the VBS Developer Reference), whose sound to play when the shot is created (optional, default: "") (<i>V1.61+</i>).• tracer: Boolean - If <code>true</code>, then a tracer shot is created (<i>V2.00+</i>).• target: Object - Target object. If the projectile is guided, it tracks this target (optional, default: <code>objNull</code>) (<i>V18.2.0+</i>).
Return Value:	Object - Shot created.
Examples	
Examples:	Create RPG grenade: <code>createShot ["R_PG7V_AT",player modelToWorld [0,50,2],[0,-50,0]]</code> Create pistol shot with cannon sound: <code>createShot ["vbs2_ammo_b_9x19_ball",_pos1,[0,10,0],"vbs2_2a18_122mm"]</code>
Additional Information	
See also:	allowCreateShot
Multiplayer:	
Problems:	

Notes