

createCrater



Introduced in	
Version:	1.30
Description	
Description:	Creates the crater and particle effects of an explosion at the location specified. No damage is done (use the createIndirectDamage command for that).
Syntax	
Syntax:	createCrater [craterModel, position, markers, placement, asl, timeToLive, size, effectsType, effectsTimeToLive]
Parameters:	<ul style="list-style-type: none">craterModel: String - class name of the crater model (the class needs to have simulation="crater") or an empty string to use the default model. Prior to version 3.8, this parameter was ignored.position: Position3D - position to create crater, or center of random radiusmarkers: Array - array of markers upon which to create the crater (use [] if you just want to use <i>position</i>)placement: Number - crater will be created randomly this many meters away from <i>position</i>asl: Boolean - is <i>position</i> above sea level? False for above ground level.timeToLive: Number - crater will disappear after this many secondssize: Number - size multiplier; crater will be this many times the size of the default crater sizeeffectsType: String - class of particle effects to display (use "" for none)effectsTimeToLive: Number - time to live for crater effects
Return Value:	Object
Examples	
Examples:	<pre>_crater = createCrater ["vbs_crater_underground", getpos player, [], 10, false, 60000, 0.25, "", 0]</pre>
Additional Information	
See also:	createIndirectDamage
Multiplayer:	The crater is only created LOCALLY on the client where this command is issued. This means the command must be run on all clients in order for all clients to see the crater. Note that if random placement is used to create the crater (see markers and placement parameters), the random location will be different on each client.
Problems:	

Notes