

drop



Introduced in	
Version:	1.00
Description	
Description:	<p>Creates a particle effect. This command is used to create smoke, fire and similar effects. The particles are single polygons with single textures that always face the player. They can be set to dynamically change their position, size, direction, the particle weight can also be set.</p> <p>Note: Particle movement partially depends on the wind.</p>
Syntax	
Syntax:	<code>drop array</code>
Parameters:	<ul style="list-style-type: none">array: Array - The particle, defined as ParticleArray.
Return Value:	Nothing
Examples	
Examples:	<pre>drop ["cl_basic", "", "Billboard", 1, 1, [-3.5*(sin(direction xural)), -3.5*(cos(direction xural)),0], [random 0.1,random 0.1,random 0.5], 1, 0.005, 0.0042, 0.7, [0.3,3], [[0.5,0.5,0.5,0],[0.7,0.7,0.7,0.5],[0.9,0.9,0.9,0]], [0,1,0,1,0,1], 0.2, 0.2, "", "", xural]</pre>
Additional Information	
See also:	ParticleArray
Multiplayer:	
Problems:	

Notes