

OVERVIEW

- An fx decl is found inside `generated/decls/fx/`
 - each fx decl is made of `n` elements
 - each element can be the following type
 - `FX_PARTICLE`
 - bread and butter of all FX you'll encounter, it calls on a particle decl that contains particlestage elements or custom elements defined to that particular particle decl
 - `FX_LIGHT`
 - `FX_DECAL`
 - spawns 3d models such as rocks, smoke, or other simple shapes
 - `FX_MODEL`
 - used for things like the tyrant and baron sword effects
 - `FX_SOUND`
 - `FX_SCREEN_SHAKE`
 - `FX_CONTROLLER_SHAKE`
 - `FX_RENDERPAM`
 - effects such as the khan/blood maykr and doomhunter shields
 - `FX_BLENDED_OPACITY`
 - `FX_ENV_OVERRIDE`
 - `FX_FLARE`
 - `FX_BLUR_RADIAL`
 - `FX_BLUR_GAUSSIAN`
 - `FX_DEPTH_OF_FIELD`
 - `FX_FOV`
 - `FX_RIBBON_2`
 - `FX_HURT_TRIGGER`
 - `FX_DESTRUCTIBLE`
 - `FX_SCREEN_FLASH`
 - `FX_SCREEN_OVERLAY`
 - `FX_SCREEN_OVERLAY_ANIMATED_MASK`
 - `FX_SCREEN_DISTORTION`
 - `FX_SCREEN_VIGNETTE`
 - `FX_LIGHT_SCATTERING_VOLUME`
 - useful for smoke bomb effects that are computationally cheap to create
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