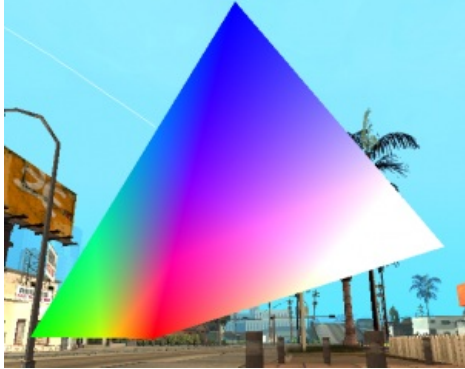


DxDrawPrimitive3D

This function draws a 3D primitive in the 3D world - rendered for **one** frame. This should be used in conjunction with `onClientRender` in order to display continuously.

Syntax

```
bool dxDrawPrimitive3D ( string primitiveType, bool postGUI, table vertex1, table vertex2, table vertex3 [, table vertex4, ..  
.] )
```



A four vertex primitive example using "trianglefan"

Required Arguments

- **primitiveType:** The type of primitive to be drawn. This could be:

```
"pointlist"  
"linelist"  
"linestrip"  
"trianglefan"  
"trianglelist"  
"trianglestrip"
```

- **postGUI:** A bool representing whether the line should be drawn on top of or behind any ingame GUI (rendered by CEGUI).
- **vertex1:** A table with the coordinates of the vertex plus its color.
- **vertex2:** A table with the coordinates of the vertex plus its color.
- **vertex3:** A table with the coordinates of the vertex plus its color.

The vertex should be passed like this:

```
{x, y, z, color}
```

Optional Arguments

NOTE: When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **vertexN:** A table with the coordinates of the vertex plus its color. You can add as much as you want.

Returns

Returns a *true* if the operation was successful, *false* otherwise.