

GetScreenFromWorldPosition

This function gets the screen position of a point in the world. This is useful for attaching 2D gui elements to parts of the world (e.g. players) or detecting if a point is on the screen (though it does not check if it is actually visible, you should use `processLineOfSight` for that).

Syntax

```
float, float, float getScreenFromWorldPosition ( float x, float y, float z [, float edgeTolerance = 0.0, bool relative = true ] )
```

Required Arguments

- **x:** A float value indicating the x position in the world.
- **y:** A float value indicating the y position in the world.
- **z:** A float value indicating the z position in the world.

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.

- **edgeTolerance:** A float value indicating the distance the position can be off screen before the function returns false. Note: it's clamped down on both axes to the size of screen at the given axis*10
- **relative:** A boolean value that indicates if edgeTolerance is in pixels [false], or relative to the screen size [true].

Returns

Returns two *x, y* floats indicating the screen position and float distance between screen and given position if successful, *false* otherwise.