

DxDrawRectangle

This function draws a 2D rectangle across the screen - rendered for **one** frame. This should be used in conjunction with `onClientRender` in order to display continuously.

Syntax

```
bool dxDrawRectangle ( float startX, float startY, float width, float height [, int color = white, bool postGUI = false, bool subPixelPositioning = false ] )
```

Required Arguments

- **startX:** An float representing the **absolute** origin X position of the rectangle, represented by pixels on the screen.
- **startY:** An float representing the **absolute** origin Y position of the rectangle, represented by pixels on the screen.
- **width:** An float representing the width of the rectangle, drawn in a *right* direction from the origin.
- **height:** An float representing the height of the rectangle, drawn in a *downwards* direction from the origin.

Optional Arguments

- **color:** the hex color of the rectangle, produced using `toColor` or `0xAARRGGBB` (AA = alpha, RR = red, GG = green, BB = blue).
- **postGUI:** A bool representing whether the line should be drawn on top of or behind any ingame GUI.

ADDED/UPDATED IN VERSION 1.4.0 r6931:

- **subPixelPositioning:** A bool representing whether the rectangle can be positioned sub-pixel-ly.

Returns

Returns true if the operation was successful, false otherwise.