IsInsideRadarArea

This function checks if a 2D position is inside a radar area or not.

Syntax

```
bool isInsideRadarArea ( radararea theArea, float posX, float posY )
```

OOP Syntax Help! I don't understand this!

> **Method**: *radararea:isInside(...)*

Required Arguments

- **theArea:** The radar area you're checking the position against.
- **posX:** The X coordinate of the position you're checking.
- **posY:** The Y coordinate of the position you're checking.

Returns

Returns *true* if the position is inside the radar area, *false* if it isn't or if any parameters are invalid.