

TestLineAgainstWater

This function checks to see if a line between two points collides with the water. This is similar to `processLineOfSight`, but only collides with water. Waves are not taken into account when testing the line.

Syntax

```
bool float float float testLineAgainstWater ( float startX, float startY, float startZ, float endX, float endY, float endZ )
```

Required Arguments

- **startX, startY, startZ:** the position of the starting point of the line.
- **endX, endY, endZ:** the position of the end point of the line.

Returns

Returns *true* and the position of the intersection point of the line and the water surface if there is a collision, or *false* if there is no collision.