

DxDrawMaterialLine3D

This function draws a textured 3D line between two points in the 3D world - rendered for one frame. This should be used in conjunction with onClientPreRender in order to display continuously.

The 3D line with a large width value effectively becomes a rectangle, so it is possible to construct basic shapes such as boxes with several large width lines and the appropriate values for 'faceToward'.

3D lines are drawn at a particular place in the game processing order, so use onClientPreRender for drawing if you are attaching them to world elements.

Syntax

```
bool dxDrawMaterialLine3D ( float startX, float startY, float startZ, float endX, float endY, float endZ, [ bool flipUV = false, ] element material, float width, [ int color = white, [ bool postGUI = false, ] float faceTowardX, float faceTowardY, float faceTowardZ ] )
```

Required Arguments

- **startX/Y/Z:** The start position of the 3D line, representing a coordinate in the GTA world.
- **endX/Y/Z:** The end position of the 3D line, representing a coordinate in the GTA world.
- **material:** A material to draw the line with.
- **width:** The width/thickness of the line in GTA world units. (This is 1/75th of the width used in dxDrawLine3D)

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.

- **flipUV:** A bool representing whether a UV orientation should be flipped.
- **color:** An integer of the hex color, 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.
- **faceTowardX/Y/Z:** The position the front of the line should face towards. If this is not set, the camera position is used, so the front of the line faces toward the camera.

Returns

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