

DxDrawLine

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

Syntax

```
bool dxDrawLine ( int startX, int startY, int endX, int endY, int color [, float width = 1.0, bool postGUI = false ] )
```

Required Arguments

- **startX:** An integer representing the **absolute** start X position of the line, represented by pixels on the screen.
- **startY:** An integer representing the **absolute** start Y position of the line, represented by pixels on the screen.
- **endX:** An integer representing the **absolute** end X position of the line, represented by pixels on the screen.
- **endY:** An integer representing the **absolute** end Y position of the line, represented by pixels on the screen.
- **color:** An integer of the hex color, produced using tocolor or 0xAARRGGBB (AA = alpha, RR = red, GG = green, BB = blue).

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.

- **width:** The width/thickness of the line
- **postGUI:** A bool representing whether the line should be drawn on top of or behind any ingame GUI (rendered by CEGUI).

Returns

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