DxDrawWiredSphere

This function drawn same sphere as /showcol. It provides 4 levels of iterations which mean density of sphere. Adjust radius to iterations to get optimum density of mesh. About 50 spheres with iterations = 4 can cause fps drop.

Syntax

```
bool dxDrawWiredSphere( float x, float y, float z, float radius, int theColor, float fLineWidth, uint iterations )
```

Required Arguments

- **x, y, z:** A position in world of sphere.
- **radius:** A radius of sphere.
- **theColor:** A color of sphere from tocolor function.
- **fLineWidth:** A width of line
- **iterations :** Number 1, 2, 3 or 4. 1 mean low density, 4 mean high.

Returns

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