

DxDrawModel3D

Important Note: You can not use this function to draw vehicles and ped

Important Note: This function doesn't obey any streaming limits, you can draw as many models as you want

Important Note: You can not render model to render target.

ADDED/UPDATED IN VERSION 1.6.0 r22271:

This function draws a 3D model - rendered for **one** frame. Drawn models are indistinguishable from this one created by createObject function. This should be used in conjunction with onClientRender in order to display continuously.



Function has been disabled.

Reason/Note: Feature temporarily removed in 22272 due to feedback - **Bugtracker Issue:** #3212

Syntax

```
bool dxDrawModel( int modelId, float positionX, float positionY, float positionZ, float rotationX, float rotationY, float rotationZ [, float scaleX, float scaleY, float scaleZ ])
```



Model during day



Model during night

Required Arguments

- **modelId:** Model you want to draw, must be regular object, you can not draw vehicles and peds
- **positionX/Y/Z:** Position of model
- **rotationX/Y/Z:** Rotation of model

Optional Arguments

- **scaleX/Y/Z:** Scale of model, by default {1,1,1}

Returns

Returns true if the operation was successful, false otherwise.