

# DxDrawLine3D

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

## Syntax

```
bool dxDrawLine3D ( float startX, float startY, float startZ, float endX, float endY, float endZ [, int color = 0xFFFFFFFF, float width = 1.0, bool postGUI = false ] )
```

## Required Arguments

- **startX:** The start X position of the 3D line, representing a coordinate in the GTA world.
- **startY:** The start Y position of the 3D line, representing a coordinate in the GTA world.
- **startZ:** The start Z position of the 3D line, representing a coordinate in the GTA world.
- **endX:** The end X position of the 3D line, representing a coordinate in the GTA world.
- **endY:** The end Y position of the 3D line, representing a coordinate in the GTA world.
- **endZ:** The end Z position of the 3D line, representing a coordinate in the GTA world.

## 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.

- **color:** An integer of the hex color, produced using `tocolor` or `0xAARRGGBB` (AA = alpha, RR = red, GG = green, BB = blue).
- **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.