

DxDrawMaterialSectionLine3D

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'.

Syntax

```
bool dxDrawMaterialSectionLine3D ( float startX, float startY, float startZ, float endX, float endY, float endZ,
                                  float u, float v, float usize, float vsize, [ 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.
- **u:** the absolute X coordinate of the top left corner of the section
- **v:** the absolute Y coordinate of the top left corner of the section
- **usize:** the absolute width of the section
- **vsize:** the absolute height of the section
- **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

- **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 direction the front of the line should face towards. If this is not set, the front of the line always faces toward the camera.

Returns

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