

getWorldFromScreen

From Mafia2-Online

Description

This function is used to get a world position from the clients screen.

Parameters

(float x, float y, float depth)	
float x	The X of the position on the screen
float y	The Y of the position on the screen
float depth	The depth from the camera to the point

Return Values

- array - X, Y and Z positions

Example

```
?
1 function keyPress( key, state )
2 {
3     if( key == "1" && state == "down" )
4     {
5         local size      = getScreenSize();
6         local position = getWorldFromScreen( size[0] / 2, size[1] / 2, 30 );
7
8         setPlayerPosition( position[0], position[1], position[2] );
9     }
10}
11addEventHandler( "onClientKeyPress", keyPress );
```

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