

# dxDrawLine

Client-side function

This function is used to draw a line on the clients screen.

**Note:** Behavior changed in version **0.1 RC4**

## Syntax

```
?  
lbool dxDrawLine ( float startX, float startY, float endX, float endY, int colour )
```

## Parameters

- **startX** - Float number which represents X position on the client screen.
- **startY** - Float number which represents Y position on the client screen.
- **endX** - Float number which represents X position on the client screen.
- **endY** - Float number which represents Y position on the client screen.
- **colour** - Number which represents color, which will be used to draw line.

## Returns

Always returns true

## Example

```
?  
laddEventHandler("onClientFrameRender", function(isGUIDrawn) {  
2   // we will draw after the gui  
3   if (isGUIDrawn) {  
4       dxDrawLine(0.0, 0.0, 150.0, 350.0, fromRGB(255, 255, 0)); // yellow  
5       dxDrawLine(0.0, 0.0, 150.0, 350.0, 0xFF000099); // red with some alpha  
6   }  
7});
```

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