

isPointInTube

From Mafia2-Online

Description

This function is used to check if a point is within a 3D tube.

Parameters

```
(float pointX, float pointY, float pointZ, float tubeX,  
float tubeY, float tubeZ, float height, float radius)
```

float pointX	The X coordinate of the point
float pointY	The Y coordinate of the point
float pointZ	The Z coordinate of the point
float tubeX	The X coordinate of the tube
float tubeY	The Y coordinate of the tube
float tubeZ	The Z coordinate of the tube
float height	The height of the tube
float radius	The radius of the tube

Return Values

- 0 - The point is not in the 3D tube
- 1 - The point is within the 3D tube

Example

```
?  
1 addCommandHandler( "checktube",  
2     function( playerid )  
3     {  
4         local myPos = getPlayerPosition( playerid );  
5         local check = isPointInTube(myPos[0], myPos[1], myPos[2], 0, 0, 0, 50, 80 );  
6         if(check)  
7         {  
8             sendPlayerMessage( playerid, "You are within the 3D tube!" );  
9         }  
10    }  
11);
```

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