

# isPointInArea2D

From Mafia2-Online

## Description

This function is used to check if a point is within a 2D area.

## Parameters

```
(float pointX, float pointY, float areaX, float areaY,  
float areaX2, float areaY2)
```

float PointX	The X coordinate of the point
float PointY	The Y coordinate of the point
float areaX	The X coordinate of the first area point
float areaY	The Y coordinate of the first area point
float areaX2	The X coordinate of the second area point
float areaY2	The Y coordinate of the second area point

## Return Values

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

## Example

```
?  
1 addCommandHandler( "checkpoint",  
2     function( playerid )  
3     {  
4         local myPos = getPlayerPosition( playerid );  
5         local check = IsPointInArea2D( myPos[0], myPos[1], 20.0, 20.0, 80.0, 80.0 );  
6         if(check)  
7         {  
8             sendPlayerMessage( playerid, "You are within the 2D area!" );  
9         }  
10    }  
11);
```

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