

# isPointInCircle3D

From Mafia2-Online

## Description

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

## Parameters

```
(float pointX, float pointY, float pointZ, float  
circleX, float circleY, float circleZ, 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 circleX	The X coordinate of the circle
float circleY	The Y coordinate of the circle
float circleZ	The Z coordinate of the circle
float radius	The circle radius

## Return Values

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

## Example

```
?  
1 addCommandHandler( "checkpoint",  
2     function( playerid )  
3     {  
4         local myPos = getPlayerPosition( playerid );  
5         local check = isPointInCircle3D( myPos[0], myPos[1], myPos[2], 10.0, 20.0, 30.0, 20.0 );  
6         if(check)  
7         {  
8             sendPlayerMessage( playerid, "You are within the 3D circle!" );  
9         }  
10    }  
11);
```

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