# getDistanceBetweenPoints3D

From Mafia2-Online

**Description**

> This function is used to return the distance between two 3D points.

**Parameters**

```
(float PointX, float PointY, float pointZ, float
pointX2, float pointY2, float pointZ2)
```

| | |
|---|---|
| float PointX | The X coordinate of the first point |
| float PointY | The Y coordinate of the first point |
| float PointZ | The Z coordinate of the first point |
| float PointX2 | The X coordinate of the second point |
| float PointY2 | The Y coordinate of the second point |
| float PointZ2 | The Z coordinate of the second point |

**Return Values**

- float - distance

# Example

```
?
1   addCommandHandler( "getdistance",
2       function( playerid )
3       {
4           local myPos = getPlayerPosition( playerid );
5           local dis   = getDistanceBetweenPoints3D( 400.0, 200.0, -14.0, myPos[0], myPos[1], myPos[2] );
6
7           sendPlayerMessage( playerid, "Distance between points: " + dis + "." );
8       }
    );
```

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