

# getDistanceBetweenPoints2D

From Mafia2-Online

## Description

This function is used to return the distance between two 2D points.

## Parameters

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

float PointX	The X coordinate of the first point
float PointY	The Y coordinate of the first point
float PointX2	The X coordinate of the second point
float PointY2	The Y 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   = getDistanceBetweenPoints2D( 400.0, 200.0, myPos[0], myPos[1] );
6       sendPlayerMessage( playerid, "Distance between points: " + dis + "." );
7   }
8 );
```

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