getScreenFromWorld

From Mafia2-Online

Description

This function is used to get the screen position of a point from the game world.

Parameters

```
(float x, float y, float z)
```

float x	The X position in 3D space.
float y	The Y position in 3D space.
float Z	The Z position in 3D space.

Return Values

- table - X and Y position

Example

```
?
1  function drawLocalName()
2  {
3      Local position = getPlayerPosition( getLocalPlayer() );
4      Local screen   = getScreenFromWorld( position[0], position[1], position[2] );
5
6      if(screen[2] >= 0)
7      {
8          guiDrawText( screen[0], screen[1], getPlayerName( getLocalPlayer() ) );
9      }
10 }
11 addEventHandler( "onClientFrameRender", drawLocalName );
```

Retrieved from "http://wiki.mafia2-online.com/index.php?title=GetScreenFromWorld&oldid=317"