

dxDrawRectangle

From Mafia2-Online

Description

This function is used to draw a rectangle on the clients screen.

Parameters

```
(float x, float y, float width, float height, int colour)
```

float x	The X Position to draw from
float y	The Y Position to draw from
float width	The width of the rectangle
float height	The height of the rectangle
int colour	The colour of the rectangle

Example

```
?  
1local screen = getScreenSize( );  
2dxDrawRectangle( (screen[0] / 2), (screen[1] / 2), 400, 400, 0x99000000 );
```

Retrieved from "<http://wiki.mafia2-online.com/index.php?title=DxDrawRectangle&oldid=360>"

-
- This page was last modified on 10 November 2015, at 23:28.