

isPointInCircle2D

From Mafia2-Online

Description

This function is used to check if a point is within a 2D circle.

Parameters

```
(float pointX, float pointY, float circleX, float circleY, float radius)
```

float pointX	The X coordinate of the point
float pointY	The Y coordinate of the point
float circleX	The X coordinate of the circle
float circleY	The Y coordinate of the circle
float radius	The circle radius

Return Values

- 0 - The point is not in the 2D circle
- 1 - The point is within the 2D circle

Example

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

Retrieved from "<http://wiki.mafia2-online.com/index.php?title=IsPointInCircle2D&oldid=116>"

-
- This page was last modified on 9 November 2015, at 22:03.