

# isPointInArea3D

From Mafia2-Online

## Description

This function is used to check if a point is within a 3D area.

## Parameters

```
(float pointX, float pointY, float pointZ, float areaX,  
float areaY, float areaZ, float areaX2, float areaY2,  
float areaZ2)
```

float PointX	The X coordinate of the point
float PointY	The Y coordinate of the point
float PointZ	The Z coordinate of the first point
float areaX	The X coordinate of the first area point
float areaY	The Y coordinate of the first area point
float areaZ	The Z coordinate of the first area point
float areaX2	The X coordinate of the second area point
float areaY2	The Y coordinate of the second area point
float areaZ2	The Z coordinate of the second area point

## Return Values

- 0 - The point is not in the 3D area
- 1 - The point is within the 3D area

## Example

```
?  
1 addCommandHandler( "checkpoint",  
2   function( playerid )  
3   {  
4       local myPos = getPlayerPosition( playerid );  
5       local check = IsPointInArea3D( myPos[0], myPos[1], myPos[2], 20.0, 20.0, 20.0, 80.0, 80.0,  
6 80.0 );  
7       if(check)  
8       {  
9           sendPlayerMessage( playerid, "You are within the 3D area!" );  
10      }  
11  }  
);
```

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