

SetElementAttachedOffsets

This function updates the offsets of an element that has been attached to another element using `attachElements`.

Syntax

```
bool setElementAttachedOffsets ( element theElement, [ float xPosOffset, float yPosOffset, float zPosOffset, float xRotOffset
, float yRotOffset, float zRotOffset ])
```

OOP Syntax Help! I don't understand this!

Method: *element:setAttachedOffsets(...)*

Counterpart: *getElementAttachedOffsets*

Required Arguments

- **theElement:** The attached element.

Optional Arguments

NOTE: When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **xPosOffset:** The x offset, if you want the elements to be a certain distance from one another (default 0).
- **yPosOffset:** The y offset (default 0).
- **zPosOffset:** The z offset (default 0).
- **xRotOffset:** The x rotation offset (default 0).
- **yRotOffset:** The y rotation offset (default 0).
- **zRotOffset:** The z rotation offset (default 0).

Returns

Returns *true* if the attaching process was successful, *false* otherwise.