

SpawnPlayer

This function spawns the player at an arbitrary point on the map.

Note: setCameraTarget must be used to focus on the player. Also, all players have their camera initially faded out after connect. To ensure that the camera is faded in, please do a fadeCamera after.

Syntax

```
bool spawnPlayer ( player thePlayer, float x, float y, float z, [ int rotation = 0, int skinID = 0, int interior = 0, int dimension = 0, team theTeam = getPlayerTeam(thePlayer) ] )
```

OOP Syntax Help! I don't understand this!

Method: *player:spawn(...)*

Required Arguments

- **thePlayer:** The player you want to spawn.
- **x:** The x co-ordinate to spawn the player at.
- **y:** The y co-ordinate to spawn the player at.
- **z:** The z co-ordinate to spawn the player at.

Optional Arguments

- **rotation:** rotation of the player on spawn.
- **skinID:** player's skin on spawn. Character Skins
- **interior:** interior the player will spawn into. Interior IDs
- **dimension:** The ID of the dimension that the player should be in.
- **theTeam:** the team the player will join.

Returns

Returns *true* if the player was spawned successfully, *false* otherwise.