

GetElementBonePosition

Returns the 3D world coordinates of a specific bone of a given element. Currently the Player and Ped element types are accepted.

Tip: If you want to attach an element to a bone, see `attachElementToBone`.

Syntax

```
float, float, float getElementBonePosition ( element theElement, int boneId )
```

Required Arguments

- **theElement:** the element to get the bone position on.
- **boneId:** the ID of the bone to get the position of. See Bone IDs.

Returns

Returns 3 floats, representing the X, Y, Z world position of the bone.