

SpawnVehicle

Spawns a vehicle at any given position and rotation

Syntax

```
bool spawnVehicle ( vehicle theVehicle, float x, float y, float z [, float rx, float ry, float rz ] )
```

OOP Syntax [Help! I don't understand this!](#)

Method: *vehicle:spawn(...)*

Required Arguments

- **theVehicle:** The vehicle you wish to spawn
- **x:** The x position you wish to spawn the vehicle at
- **y:** The x position you wish to spawn the vehicle at
- **z:** The x position you wish to spawn the vehicle at

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.

- **rx:** The x rotation you wish to spawn the vehicle at
- **ry:** The y rotation you wish to spawn the vehicle at
- **rz:** The z rotation you wish to spawn the vehicle at

Returns

Returns *true* if the vehicle spawned successfully, *false* if the passed argument does not exist or is not a vehicle.