SetWaterVertexPosition

Sets the world position of a corner point of a water area.

> **Note:** X and Y positions will be changed to an even integer. i.e. -2, 0, 2, 4 etc.

Syntax

```
bool setWaterVertexPosition ( water theWater, int vertexIndex, int x, int y, float z )
```

OOP Syntax Help! I don't understand this!

> **Method**: *water:setVertexPosition(...)*
> **Counterpart**: *getWaterVertexPosition*

Required Arguments

- **theWater:** the water element of which to change a vertex.
- **vertexIndex:** the index of the vertex to move. Values range from 1 to 4 for water quads, and 1 to 3 for triangles.
- **x:** the X coordinate to set for the vertex.
- **y:** the Y coordinate to set for the vertex.
- **z:** the Z coordinate to set for the vertex.

Returns

Returns *true* if successful, *false* otherwise.