

SetVehicleComponentPosition

This function sets the component position of a vehicle.

Syntax

```
bool setVehicleComponentPosition ( vehicle theVehicle, string theComponent, float posX, float posY, float posZ [, string base = "root"] )
```

OOP Syntax Help! I don't understand this!

Method: *vehicle:setComponentPosition(...)*

Counterpart: *getVehicleComponentPosition*

Required Arguments

- **theVehicle:** The vehicle you wish to set component position.
- **theComponent:** A vehicle component (this is the frame name from the model file of the component you wish to modify)
- **posX:** The new x position of this component.
- **posY:** The new y position of this component.
- **posZ:** The new z position of this component.

Optional Arguments

- **base:** A string representing what the supplied position (*posX*, *posY*, *posZ*) is relative to. It can be one of the following values:
 - **parent:** The position is relative to the parent component.
 - **root** (default if not specified): The position is relative to the root component.
 - **world:** The position is a world position, relative to the world's center of coordinates.

Returns

Returns *true* if component position was set successfully, *false* otherwise.