GetRoofPosition

This function gets the Z level of the lowest roof above a point. It is required that the point is near enough to the local player so that it's within the area where collision data is loaded.

Syntax

```
float getRoofPosition ( float x, float y, float z )
```

Required Arguments

- **x**: A float representing the X world coordinate of the point.
- **y**: A float representing the Y world coordinate of the point.
- **z**: A float representing the Z world coordinate of the point.

Returns

Returns a float with the lowest roof-level Z coord if parameters are valid, *false* if the point you tried to test is outside the loaded world map.