

# SetElementBoneMatrix

This function sets the transformation matrix of a specific bone. Currently the Player and Ped element types are accepted.

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

**Tip:** For matrix manipulation which goes beyond the basic examples given on this page, see the Lua matrix library. Using the built-in matrix class is also recommended.

## Syntax

```
bool setElementBoneMatrix ( element theElement, int boneId, matrix matrix )
```

## Required Arguments

- **theElement:** the element to set the bone matrix on.
- **boneId:** the ID of the bone. See Bone IDs.
- **matrix:** the NRP matrix to set.

## Returns

Returns *true* if the function was successful, *false* otherwise.