

SetElementBonePosition

This function sets the position of a bone to the specified coordinates. Currently the Player and Ped element types are accepted.

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

Note: You need to use this function together with `onClientPedsProcessed`.

Syntax

```
bool setElementBonePosition ( element theElement, int bone, float x, float y, float z )
```

Required Arguments

- **theElement:** the element to set the bone position on.
- **bone:** the ID of the bone to set the position of. See Bone IDs.
- **x:** The X coordinate of the destination.
- **y:** The Y coordinate of the destination.
- **z:** The Z coordinate of the destination.

Returns

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