GetVehicleModelDummyPosition

This function gets position of the dummies contained in a vehicle model.

Syntax

```
float, float, float getVehicleModelDummyPosition ( int modelID, string dummy )
```

OOP Syntax Help! I don't understand this!

> **Method**: *Vehicle.getVehicleModelDummyPosition(...)*
> **Counterpart**: *setVehicleModelDummyPosition*

Required Arguments

- **modelID**: The model ID which you want to apply the change to
- **dummy**: The dummy whose position you want to get

Allowed dummies

- **light_front_main:** Primary front lights position.
- **light_rear_main:** Primary rear lights position.
- **light_front_second:** Secondary front lights position.
- **light_rear_second:** Secondary rear lights position.
- **seat_front:** Front seat position.
- **seat_rear:** Rear seat position.
- **exhaust:** Exhaust fumes start position.
- **engine:** Engine smoke start position.
- **gas_cap:** Vehicle gas cap position (shooting it will explode vehicle).
- **trailer_attach:** Point at which trailers will be attached to vehicle.
- **hand_rest:** Point at which the steer of a bike is held.
- **exhaust_second:** Secondary exhaust position (for example in NRG-500)
- **wing_airtrail:** Point from which air trail will show in airplanes, visible while in sharp turns.
- **veh_gun:** Vehicle gun position (ex. Rustler).

Returns

Returns three floats indicating the position *x, y* and *z* of given dummy. It returns *false* otherwise.