SetTrainPosition

Sets the position the train is currently on the track

Syntax

```
bool setTrainPosition ( vehicle train, float position )
```

OOP Syntax Help! I don't understand this!

> **Method**: *vehicle:setTrainPosition(...)*
> **Variable**: *.trainPosition*
> **Counterpart**: *getTrainPosition*

Required Arguments

- **train:** the train of which to set the track
- **position:** the position along the track (0 - 18107 a complete way round)

Returns

Returns *true* if the train position was set, *false* otherwise.