

# GetWaterVertexPosition

Gets the world position of a vertex (i.e. corner) of a water area. Each water area is either a triangle or quad (rectangle) so each has 3 or 4 corners.

## Syntax

```
int int float getWaterVertexPosition ( water theWater, int vertexIndex )
```

**OOP Syntax** Help! I don't understand this!

**Method:** *water:getVertexPosition(...)*

**Counterpart:** *setWaterVertexPosition*

## Required Arguments

- **theWater:** the water element to get the vertex of
- **vertexIndex:** the index of the vertex whose position to get. Values range from 1 to 4 for a water quad, or 1 to 3 for a triangle.

## Returns

Returns the x, y and z coordinates of the specified vertex if successful, *false* otherwise.