Shared function

MoveObject

This function will smoothly move an object from its current position to a specified rotation and position.

Syntax

```
bool moveObject ( object theObject, int time, float targetx, float targety, float targetz, [ float moverx, float movery, floa
t moverz, string strEasingType, float fEasingPeriod, float fEasingAmplitude, float fEasingOvershoot ] )
```

OOP Syntax Help! I don't understand this!

> **Method**: *object:move(...)*

Required Arguments

- **theObject:** the object that will be moved.
- **time:** the time in milliseconds the object will arrive at the destination.
- **targetx:** the X value of the target position
- **targety:** the Y value of the target position
- **targetz:** the Z value of the target position

Optional Arguments

- **moverx:** the rotation along the X axis **relative** to its current rotation, which is its starting angle.
- **movery:** the rotation along the Y axis **relative** to its current rotation, which is its starting angle.
- **moverz:** the rotation along the Z axis **relative** to its current rotation, which is its starting angle.
- **strEasingType:** the easing function to use for the interpolation (default is "Linear")
- **fEasingPeriod:** the period of the easing function (only some easing functions use this parameter)
- **fEasingAmplitude:** the amplitude of the easing function (only some easing functions use this parameter)
- **fEasingOvershoot:** the overshoot of the easing function (only some easing functions use this parameter)

Returns

- *true* if the function moved the object succesfully.
- *false* otherwise.