SetElementPosition

This function sets the position of an element to the specified coordinates.

> **Warning:** Do not use this function to spawn a player. It will cause problems with other functions like warpPedIntoVehicle. Use spawnPlayer instead.

Syntax

```
bool setElementPosition ( element theElement, float x, float y, float z [, bool warp = true ] )
```

OOP Syntax Help! I don't understand this!

> **Method**: *element:setPosition(...)*
> **Variable**: *.position*
> **Counterpart**: *getElementPosition*

Required Arguments

- **theElement:** A valid element to be moved.
- **x:** The x coordinate of the destination.
- **y:** The y coordinate of the destination.
- **z:** The z coordinate of the destination.

Optional Arguments

- **warp:** teleports players, resetting any animations they were doing. Setting this to *false* preserves the current animation.

Returns

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