

GetElementPosition

The `getElementPosition` function allows you to retrieve the position coordinates of an element. This can be any real world element, including:

- Players
- Vehicles
- Objects
- Pickups
- Markers
- Collision shapes
- Blips
- Radar areas

Syntax

```
float, float, float getElementPosition ( element theElement )
```

OOP Syntax Help! I don't understand this!

Method: *element:getPosition(...)*

Variable: *.position*

Counterpart: *setElementPosition*

Required Arguments

- **theElement:** The element which you'd like to retrieve the location of

Returns

Returns three *floats* indicating the position of the element, *x*, *y* and *z* respectively.