

# GetVehicleModelDummyDefaultPosition

This function gets the default position of the dummies contained in a vehicle model.

## Syntax

```
float, float, float getVehicleModelDummyDefaultPosition ( int modelId, string dummy )
```

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

**Method:** *vehicle.getVehicleModelDummyDefaultPosition(...)*

## Required Arguments

- **modelId:** The model ID which you want to apply the change to.
- **dummy:** The dummy whose position you want to get.

## Allowed Dummies

- **light\_front\_main:** Primary front lights position.
- **light\_rear\_main:** Primary rear lights position.
- **light\_front\_second:** Secondary front lights position.
- **light\_rear\_second:** Secondary rear lights position.
- **seat\_front:** Front seat position.
- **seat\_rear:** Rear seat position.
- **exhaust:** Exhaust fumes start position.
- **engine:** Engine smoke start position.
- **gas\_cap:** Vehicle gas cap position (shooting it will explode vehicle).
- **trailer\_attach:** Point at which trailers will be attached to vehicle.
- **hand\_rest:** Point at which the steer of a bike is held.
- **exhaust\_second:** Secondary exhaust position (for example in NRG-500)
- **wing\_airtrail:** Point from which air trail will show in airplanes, visible while in sharp turns.
- **veh\_gun:** Vehicle gun position (ex. Rustler).

## Returns

Returns 3 floats indicating the default position X, Y and Z of the given dummy. It returns *false* otherwise.