

# SetVehicleRespawnPosition

This function sets the position (and rotation) the vehicle will respawn to.

## Syntax

```
bool setVehicleRespawnPosition ( vehicle theVehicle, float x, float y, float z [, float rx, float ry, float rz ] )
```

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

**Method:** *vehicle:setRespawnPosition(...)*

**Variable:** *.respawnPosition*

## Required Arguments

- **theVehicle:** The vehicle you wish to change the respawn position of.
- **x:** A floating point number representing the X coordinate on the map.
- **y:** A floating point number representing the Y coordinate on the map.
- **z:** A floating point number representing the Z coordinate on the map.

## Optional Arguments

*NOTE:* When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **rx:** A floating point number representing the rotation about the X axis in Degrees.
- **ry:** A floating point number representing the rotation about the Y axis in Degrees.
- **rz:** A floating point number representing the rotation about the Z axis in Degrees.

## Returns

Returns *true* if the vehicle was found and edited, *false* otherwise.