

# ResetVehicleComponentPosition

ADDED/UPDATED IN VERSION 1.3.1 r4715:

This function reset to default component position for vehicle.

## Syntax

`bool resetVehicleComponentPosition ( vehicle theVehicle, string theComponent )`

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

**Method:** *vehicle:resetComponentPosition(...)*

## Required Arguments

- **theVehicle:** The vehicle you wish to reset component position.
- **theComponent:** A vehicle component (this is the frame name from the model file of the component you wish to modify)

## Returns

Returns *true* if the position of the component was reset, *false* otherwise.