

GetPedBonePosition

Returns the 3D world coordinates of a specific bone of a given ped.

Tip: If you want attach element to ped bone, use [pAttach] resource

Syntax

```
float, float, float getPedBonePosition ( ped thePed, int bone )
```

OOP Syntax Help! I don't understand this!

Method: *ped:getBonePosition(...)*

Required Arguments

- **thePed:** the ped you want to inspect.
- **bone:** the number of the bone to get the position of.



Bone numbers

- **1:** BONE_PELVIS1
- **2:** BONE_PELVIS
- **3:** BONE_SPINE1
- **4:** BONE_UPPERTORSO
- **5:** BONE_NECK
- **6:** BONE_HEAD2
- **7:** BONE_HEAD1
- **8:** BONE_HEAD
- **21:** BONE_RIGHTUPPERTORSO
- **22:** BONE_RIGHTSHOULDER
- **23:** BONE_RIGHTELBOW
- **24:** BONE_RIGHTWRIST
- **25:** BONE_RIGHTHAND
- **26:** BONE_RIGHTTHUMB
- **31:** BONE_LEFTUPPERTORSO
- **32:** BONE_LEFTSHOULDER
- **33:** BONE_LEFTELBOW
- **34:** BONE_LEFTWRIST
- **35:** BONE_LEFTHAND
- **36:** BONE_LEFTTHUMB
- **41:** BONE_LEFTHIP
- **42:** BONE_LEFTKNEE
- **43:** BONE_LEFTANKLE
- **44:** BONE_LEFTFOOT
- **51:** BONE_RIGHTHIP
- **52:** BONE_RIGHTKNEE
- **53:** BONE_RIGHTANKLE
- **54:** BONE_RIGHTFOOT

Returns

Returns the x, y, z world position of the bone.