

GetVehicleComponentPosition

This function gets the component position of a vehicle. The vehicle must be streamed in.

Syntax

```
float, float, float getVehicleComponentPosition ( vehicle theVehicle, string theComponent [, string base = "root" ] )
```

OOP Syntax [Help! I don't understand this!](#)

Method: *vehicle:getComponentPosition(...)*
Counterpart: *setVehicleComponentPosition*

Required Arguments

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

Optional Arguments

- **base:** A string representing what the returned position is relative to. It can be one of the following values:
 - **parent:** The position is relative to the parent component.
 - **root:** The position is relative to the root component.
 - **world:** The position is a world position.

Returns

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