

GetElementBoneMatrix

This function returns the transformation matrix of a specific bone. Currently the Player and Ped element types are accepted.

Tip: If you want to attach an element to a bone, see `attachElementToBone`.

Tip: For matrix manipulation which goes beyond the basic examples given on this page, see the Lua matrix library. Using the built-in matrix class is also recommended.

Syntax

```
table getElementBoneMatrix ( element theElement, int boneId )
```

Required Arguments

- **theElement:** the element to get the bone matrix on.
- **boneId:** the ID of the bone to get the matrix of. See Bone IDs.

Returns

Returns a multi-dimensional array (which can be transformed into a proper matrix class using *Matrix.create* method) containing a 4x4 matrix. Returns *false* if invalid arguments were passed.