

# SetVehicleTurretPosition

This function sets the position of a vehicle's turret, if it has one. This can be used to influence the turret's rotation, so it doesn't follow the camera. Vehicles with turrets include firetrucks and tanks.

## Syntax

```
bool setVehicleTurretPosition ( vehicle turretVehicle, float positionX, float positionY )
```

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

**Method:** *vehicle:setTurretPosition(...)*

**Variable:** *.turretPosition*

**Counterpart:** *getVehicleTurretPosition*

## Required Arguments

- **turretVehicle:** The vehicle whose turret position you want to retrieve. This should be a vehicle with a turret.
- **positionX:** The horizontal position of the turret. In radians
- **positionY:** The vertical position of the turret. In radians

## Returns

Returns a *true* if a valid vehicle element and valid positions were passed, *false* otherwise.