

ResetVehicleDummyPositions

This function resets the vehicle dependent dummy positions to the vehicle's current model dummy positions.

Syntax

```
bool resetVehicleDummyPositions ( vehicle theVehicle )
```

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

Method: *vehicle:resetDummyPositions(...)*

Required Arguments

- **theVehicle:** The vehicle to reset the dummy positions.

Returns

Returns *true* if the dummy positions have been reset, *false* otherwise.