GetVehicleDummyPosition

This function returns the position of the dummy for the given vehicle.

Syntax

```
float, float, float getVehicleDummyPosition ( vehicle theVehicle, string dummy )
```

OOP Syntax Help! I don't understand this!

Method: *vehicle:getDummyPosition(...)*
Counterpart: *setVehicleDummyPosition*

Required Arguments

- **theVehicle:** The vehicle you want to get the dummy positions from.
- **dummy:** The dummy whose position you want to get.

Allowed Dummies

- **light_front_main:** Primary front lights position.
- **light_rear_main:** Primary rear lights position.
- **light_front_second:** Secondary front lights position.
- **light_rear_second:** Secondary rear lights position.
- **seat_front:** Front seat position.
- **seat_rear:** Rear seat position.
- **exhaust:** Exhaust fumes start position.
- **engine:** Engine smoke start position.
- **gas_cap:** Vehicle gas cap position (shooting it will explode vehicle).
- **trailer_attach:** Point at which trailers will be attached to vehicle.
- **hand_rest:** Point at which the steer of a bike is held.
- **exhaust_second:** Secondary exhaust position (for example in NRG-500)
- **wing_airtrail:** Point from which air trail will show in airplanes, visible while in sharp turns.
- **veh_gun:** Vehicle gun position (ex. Rustler).

Returns

Returns 3 floats indicating the position X, Y and Z of the vehicle's dummy. It returns *false* otherwise.