

SetVehicleModelDummyPosition

This function sets the position of the dummies contained in a vehicle model. Use `setVehicleComponentPosition` to adjust the vehicle component positions.

Syntax

```
bool setVehicleModelDummyPosition ( int modelID, string dummy, float x, float y, float z )
```

OOP Syntax Help! I don't understand this!

Method: *Vehicle.setVehicleModelDummyPosition(...)*

Counterpart: *getVehicleModelDummyPosition*

Required Arguments

- **modelID:** The model ID which you want to apply the change to
- **dummy:** The dummy whose position you want to change
- **posX, posY, posZ:** The desired position

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 *true* if everything went fine, *false* otherwise.