GetVehicleRespawnPosition

This function retrieves the respawn coordinates of a vehicle.

Syntax

```
float float float getVehicleRespawnPosition ( element theVehicle )
```

OOP Syntax Help! I don't understand this!

> **Method**: *vehicle:getRespawnPosition(...)*
> **Variable**: *.respawnPosition*
> **Counterpart**: *setVehicleRespawnPosition*

Required Arguments

- **theVehicle:** The vehicle which you'd like to retrieve the respawn coordinates of.

Returns

Returns three floats indicating the respawn coordinates of the vehicle, *x*, *y* and *z* respectively.