GetGroundPosition

This function gets the Z level of the highest ground below a point.

It is required that the point is near enough to the local player so that it's within the area where collision data is loaded. If this is not the case, an incorrect position will be returned.

Syntax

```
float getGroundPosition ( float x, float y, float z )
```

Required Arguments

- **x:** A floating point number representing the X world coordinate of the point.
- **y:** A floating point number representing the Y world coordinate of the point.
- **z:** A floating point number representing the Z world coordinate of the point.

Returns

Returns a float with the highest ground-level Z coord if parameters are valid, *0* if the point you tried to test is outside the loaded world map, *false* otherwise.