

# GetTrainPosition

Gets the position the train is currently on the track

## Syntax

float getTrainPosition ( vehicle train )

**OOP Syntax** Help! I don't understand this!

**Method:** *vehicle:getTrainPosition(...)*

**Variable:** *.trainPosition*

**Counterpart:** *setTrainPosition*

## Required Arguments

- **train:** the train to get the position of

## Returns

Returns a float that represents how along the track it is, *false* if there is problem with train element.