

getVehiclePosition

From Mafia2-Online

Description

This function is used to get a vehicles current position

Parameters

(int vehicleid)
int vehicleid The vehicleid you would like to get the position of

Return Values

- array - The vehicles X, Y and Z position

Example

```
?
1 function playerSpawnEvent( playerid )
2 {
3     local vehicleid = createVehicle( 0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0 );
4     setVehiclePosition( vehicleid, 20.0, 20.0, 1.0 );
5
6     local vehPos = getVehiclePosition( vehicleid );
7     log( "Vehicle " + vehicleid + " is at position " + vehPos[0] + ", " + vehPos[1] + ", " +
8     vehPos[2] + "." );
9     return 1;
10 }
addEventHandler ( "onPlayerSpawn", playerSpawnEvent );
```

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