setVehiclePosition

Description

This function is used to set a vehicles position to a 3D point.

Parameters

(int vehicleid, float x, float y, float z)	
int vehcileid	The vehicle you would like to change position
float x	The X position to move the vehicle to
float y	The Y position to move the vehicle to
float z	The Z position to move the vehicle to

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     return 1;
6 }
7 addEventHandler ( "onPlayerSpawn", playerSpawnEvent );
```

- This page was last modified on 10 November 2015, at 17:24.