

# fn\_vbs\_setGunPosition



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| <b>Introduced in</b>  |   |
| <b>Version:</b>   | 1.50  |
| <b>Description</b>  |   |
| <b>Description:</b>   | Sets turret alignment, and (optionally) fires the specified number of rounds. Vehicle turrets return to default alignment after firing. Any defined fire arcs set using <a href="#">setFireArc</a> are only considered for AI gunners.  |
| <b>Syntax</b>   |   |
| <b>Syntax:</b>  | [vehicle, turret, [azimuth, elevation], notstabilized, rounds] call <b>fn_vbs_setGunPosition</b>  |
| <b>Parameters:</b>  | <ul style="list-style-type: none"><li>• vehicle: <a href="#">Object</a> - The vehicle.</li><li>• turret: <a href="#">Array</a> - Turret path.</li><li>• azimuth: <a href="#">Number</a> - Direction relative to hull.</li><li>• elevation: <a href="#">Number</a> - Elevation above the horizontal.</li><li>• notstabilized: <a href="#">Boolean</a> - Turn off turret stabilization (optional, default: <a href="#">true</a>).</li><li>• rounds: <a href="#">Number</a> - Number of rounds to fire (optional, default: 0).</li></ul> |
| <b>Return Value:</b>  | <a href="#">Boolean</a> - Returns <a href="#">true</a> , if firing is successful, or, if the function is called with only the vehicle as a parameter, if the vehicle is currently engaged in a firing sequence.   |
| <b>Warning</b>  |   |
| When using functions in VBS versions <b>older than 3.4</b> , certain limitations and requirements should be kept in mind - the main ones being that capitalization of the function name is crucial, and that <b>#include "vbs2\headers\function_library.hpp"</b> has to be included in every script that utilizes it. More <a href="#">Category VBS Scripting Functions</a> . |   |
| <b>Examples</b>   |   |
| <b>Examples:</b>  | <code>_fired = [tank1,[0],[270,5],false,2] call fn_vbs_setGunPosition</code>  |
| <b>Additional Information</b>   |   |
| <b>See also:</b>  | <a href="#">setWeaponDirection</a>  |
| <b>Multiplayer:</b>   |   |
| <b>Problems:</b>  |   |

## Notes