

getPosATL



Introduced in	
Version:	2.00
Description	
Description:	Returns the position of an object relative to the terrain.
Syntax	
Syntax:	<code>getPosATL object</code>
Parameters:	<ul style="list-style-type: none">object: Object - Object to check.
Return Value:	PositionATL
Examples	
Examples:	<code>_objPosition = getPosATL player</code>
Additional Information	
See also:	setPosATL
Multiplayer:	
Problems:	

Notes