

GetVehicleGravity

Retrieves the current gravity vector of a vehicle. This is the direction in which the vehicle falls, also the cameras of any passengers will be rotated to match it.

Syntax

```
float float float getVehicleGravity ( vehicle theVehicle )
```

Required Arguments

- **theVehicle:** the vehicle to retrieve the gravity vector of.

Returns

Returns the x, y and z components of the gravity vector if successful, *false* otherwise.