

GetPedCameraRotation

Note: The camera rotation angle returned by this function is $360^\circ - \alpha$ (where α is the actual camera rotation angle). See example to know how to deal with this.

This function gets the current camera rotation of a ped.

Syntax

```
float getPedCameraRotation( ped thePed )
```

OOP Syntax Help! I don't understand this!

Method: *ped:getCameraRotation(...)*

Variable: *.cameraRotation*

Counterpart: *setPedCameraRotation*

Required Arguments

- **thePed:** the ped to retrieve the camera rotation of.

Returns

Returns the camera rotation of the ped in degrees if successful. Returns *false* if an invalid element was passed.