

ResetVehicleComponentRotation

ADDED/UPDATED IN VERSION 1.3.1 r4715:

This function reset to default component rotation for vehicle.

Syntax

`bool resetVehicleComponentRotation (vehicle theVehicle, string theComponent)`

OOP Syntax Help! I don't understand this!

Method: *vehicle:resetComponentRotation(...)*

Required Arguments

- **theVehicle:** The vehicle you wish to reset component rotation.
- **theComponent:** A vehicle component (this is the frame name from the model file of the component you wish to modify)

Returns

Returns *true* if the rotation of the component was reset, *false* otherwise.